

PRIMA'S OFFICIAL STRATEGY GUIDE



Coollest
shortcuts
unplowed!



Gary Strassberg

primagames.com





TM

Prima's Official Strategy Guide

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Dedication

This guide is dedicated to the memory of my father, Jay, who introduced me to gaming. I'd also like to thank the helpful guys at Chaos Production—including Derek Tam, Scott Henshaw, Martin McQueen, Scott Murray and Darryll Hobson—as well as the talented staff at Prima Games. Finally, special thanks to my friends at Dimension Publishing for believing in me.

BECOMING KING (OR QUEEN) OF THE MOUNTAIN

INTRODUCTION

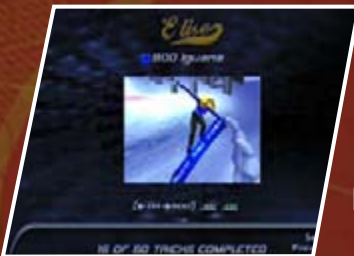
SSX explodes onto the snowboarding scene with gorgeous graphics, high-altitude action and plenty of challenging, arcade-style races that set a lofty new standard for "extreme" sports games. If

you've ever dreamed of soaring down a majestic mountainside with reckless abandon, get ready for the wildest ride of your life!



Thanks to the impressive power of the PlayStation®2, SSX delivers some of the biggest and most breathtaking courses ever created, featuring steep slopes, stunning draw distances, insane altitudes, dizzying jumps and lots of incredibly realistic details. Plus, with an almost endless variety of possible routes to race and tons of cool short-cuts to take, these courses give a whole new meaning to the word "huge."





Players can choose from a cast of colorful, wisecracking characters with unique ability ratings that can be improved upon by winning. All of these characters also have an arsenal of wicked tricks at their disposal, and learning these death-defying stunts as you play the game is one of the many keys to success.

This strategy guide is designed to help you become a *Snowboard Super Cross* champion by showing you the secret shortcuts and fastest routes around each course, as well as the best ways to score big points and reach the finish line first. You'll also learn how to unlock all of the bonus tracks, extra characters, new outfits, and additional snowboards. So, stretch out those muscles, polish up your snowboard, put on your mittens, and get ready to soar!



BASIC SNOWBOARDING SKILLS

The game offers two main control configurations in the Options menu. The Default setting is recommended over the Pro setting because it offers a bit more flexibility in using either the D-pad or the left analog stick to perform tricks.

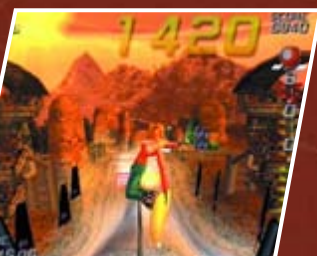


BECOMING KING (OR QUEEN) OF THE MOUNTAIN

Before the race begins, prepare to get a good jump on the competition by using the left analog stick to rock your character back and forth at the gate. Time your movements to coincide with the countdown so that your boarder is moving forward on "Go" to get the best launch and develop an early lead.



To pull off high-altitude maneuvers in SSX, get into a crouching position and hold down X as far ahead of time as possible. The longer you hold down X to jump, the more airtime you'll get and the better your trick will be. Release X at the very last instant.

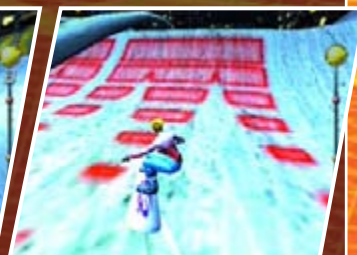


Another important basic technique is pre-winding, which sets you up for spins and flips when used in conjunction with X. The longer you hold the D-pad buttons or the left analog stick to pre-wind before a jump, the faster your character will spin, and the more points you can potentially score.

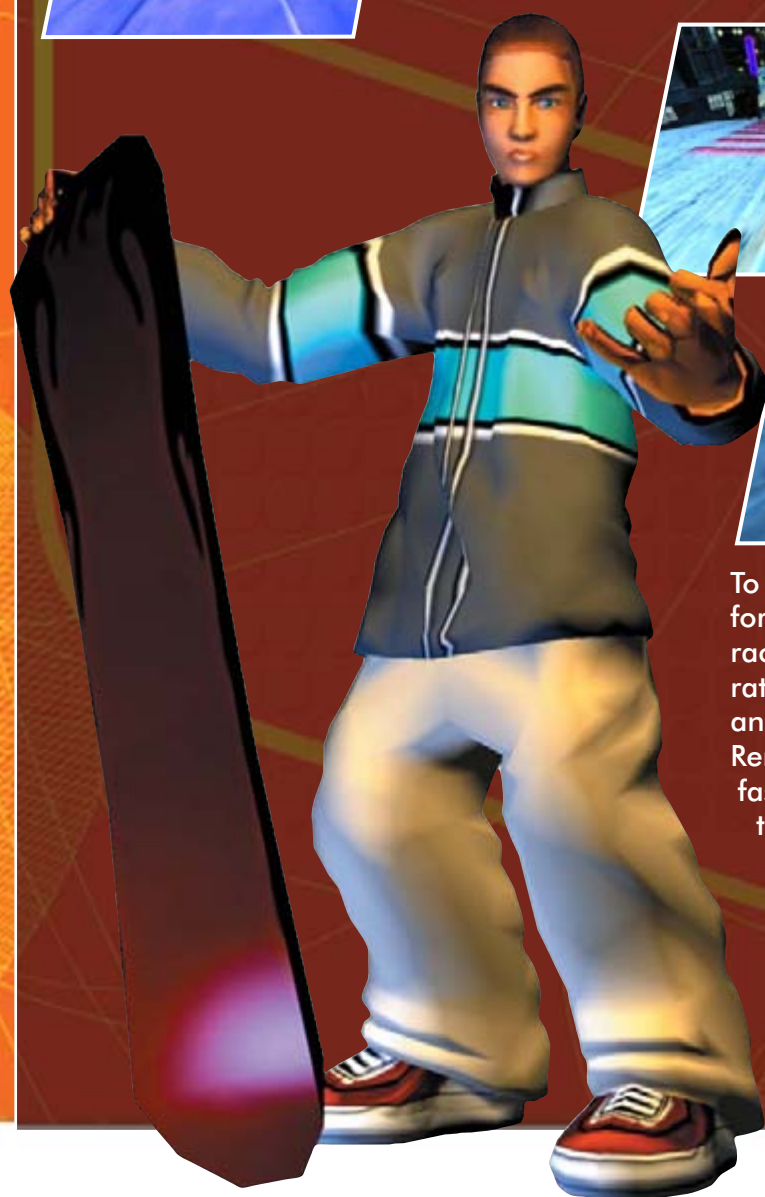




Pressing forward on the D-pad or analog stick with the default setting makes your boarder tuck forward for extra speed, and also prepares him or her for forward flips when used with X. Pressing down on the D-pad or moving the left stick toward you readies your rider for a backward flip. When used without X, this brakes and makes sharp turns.



To make the most of your forward momentum, race in a smooth line rather than cutting back and forth unnecessarily. Remember that the fastest route between two points is usually a straight one. Also, line up your jumps so you don't accidentally collide with other boarders or obstacles.



BECOMING KING (OR QUEEN) OF THE MOUNTAIN

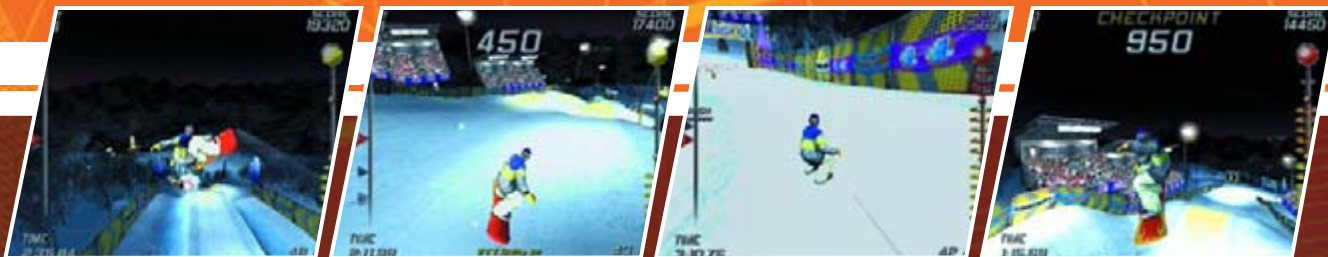


Pulling off the slickest trick ever doesn't mean diddly if you can't execute a smooth landing and score points. Resist the temptation to get greedy and push the trick too far. Always make sure to leave yourself enough time and room to straighten out and land smoothly. Frequent spills quickly take you out of the running.

It's not enough to race your way to the head of the pack in SSX—you also have to defend your position against other aggressive riders. Watch for your boarder looking over his or her shoulders. These shoulder checks indicate which side an opponent is trying to pass you on, and you can then use the right analog stick to push him or her away.

But be careful, because he or she can do the same to you! Stay away from traffic whenever possible.





The Heads-Up Display, or HUD, shows you everything that you need to succeed, including your position, score, time, and speed. The vertical display on the left is the radar, which shows the position of nearby racers, checkpoints, and the finish line in relation to the leader. The vertical display on the right shows your character's adrenaline meter, for extra bursts of speed. Note that you can turn off the HUD, or just disable the radar.

Push **■** to use your Adrenaline Boost for a timely surge of speed. Boost points are gained by executing tricks: the more difficult the trick, the more boost you get. The colored rings indicate the amount of thrust—red is fastest, followed by orange, and then yellow.

While using the boost, your boarder is less likely to spill, less likely to fall during a shoving match,

and the boost also helps for riding uphill. Falling reduces a "chunk" of adrenaline.



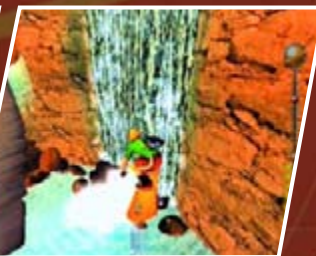
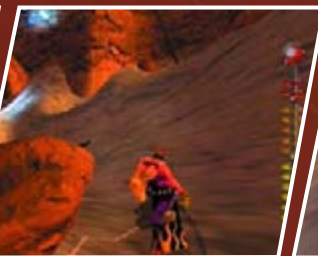
BECOMING KING (OR QUEEN) OF THE MOUNTAIN



Keep things fresh by dishing out different tricks. Every time you repeat a trick, you score fewer points. Each character also has a trick book that contains 50 different maneuvers that can be learned as you play. Each trick is depicted in the Setup screen with a snapshot and the necessary button presses.



Press **SELECT** to reset your boarder back on the main path. This is especially helpful if you have fallen great distances, because it's usually faster to reset on your own than to wait for the game to do it.

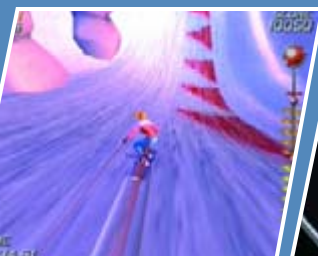


PICKING YOUR PATH

What are those funny, colored markings on the snow? They're carefully placed path indicators that tell savvy players what's coming up ahead.

For instance, a string of red triangles pointing to the left indicates a hard left turn, while yellow triangles mark an easier curve.

Even parallel yellow lines show an easy series of hills, while red lines denote a steeper, more challenging jump.



Because not all paths are created equal, think ahead to choose the right one for you. Should you follow a route tailored for high jumps and sophisticated tricks, or a faster, more direct path? When making your decision, take into account which type of board you are using. A Freestyle board is the best choice for routes with sudden turns and lots of trick opportunities, while Alpine boards are the fastest for quick, downhill runs. BX boards strike a balance between the two, but are not recommended for most courses. Choosing the right board can also affect your rider's abilities.

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BECOMING KING (OR QUEEN) OF THE MOUNTAIN

ADVANCED SNOWBOARDING TECHNIQUES

You'll never score enough points to succeed by always doing simple tricks. That's where combos come in. By linking tricks, you earn major points that fuel your Adrenaline Boost and help you win races and Showoff events.



Whenever you have some airtime left, try adding a grab move to your aerial maneuvers by holding **[R1]**, **[R2]**, **[L1]** or **[L2]**. The longer you hold a grab and the more grabs you do, the higher your score. Grabs can also be "tweaked" for extra points by pressing **■** once your hand is resting on the board.

SSX

PRIMO'S OFFICIAL STRATEGY GUIDE



Riding rails and other objects is often the fastest way to get through many of the courses. For an extra burst of speed and more stability while riding fences, logs, signs, and rails, use your Adrenaline Boost. Advanced players can perform combo tricks off of rails or even jump from rail to rail for extra points.

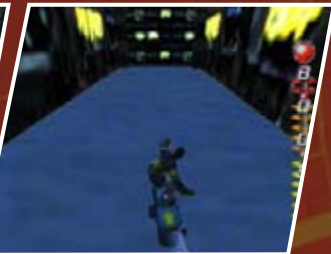


The two primary types of power-ups in SSX are the Trick Boost and the Speed Boost. The Speed Boost looks like a ring of lightning bolts and gives you a brief, automatic burst of velocity. The Trick Boost looks like interlocking rings of red and green arrows and makes your boarder spin or flip faster on your next trick. Both are somewhat scarce, so use them strategically for a temporary edge over the competition.





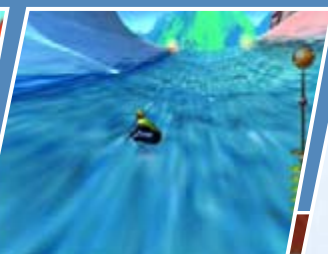
BECOMING KING (OR QUEEN) OF THE MOUNTAIN



In addition to using your Adrenaline Boost and riding rails, it is often necessary to leave the main trails if you want to win consistently. The main path is almost never the fastest one, and plenty of shortcuts on each course are clearly marked by glass SSX signs. These shortcuts vary in difficulty, but mastering them is essential to victory. You can also follow other boarders' trails to discover new routes as you race, or create your own with a little ingenuity.

SURFACE TRACTION

Just as they would in real life, course conditions can vary rather dramatically in SSX. The game boasts a variety of track surfaces, each with different speed and handling characteristics that can affect your rider's performance. For instance, ice is one of the fastest track surfaces, albeit a slippery one, while deep powder dramatically reduces your speed and maneuverability. Spotting these varying surfaces before you hit them can help you plan the path of least resistance.



CAUTION

The richly detailed courses in SSX are full of both natural hazards and man-made obstacles that must be carefully navigated if you want to finish first. Every time you collide with something, precious seconds are lost, not to mention your race position. It's definitely best to look before you leap.



SSX



SSX 13

CHARACTERS



There are four playable characters when you begin SSX: Mac, Elise, Moby, and Kaori. Four others—Jurgen, Hiro, JP, and Zoe—can be unlocked by earning medals with a particular character. Mac unlocks Jurgen, Elise unlocks Zoe, Moby unlocks JP, and Kaori unlocks Hiro. Each of these racers has a completely unique style and personality.

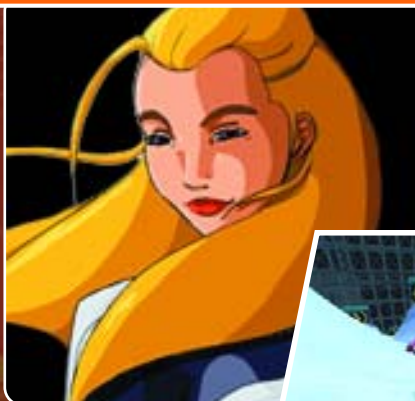
MAC



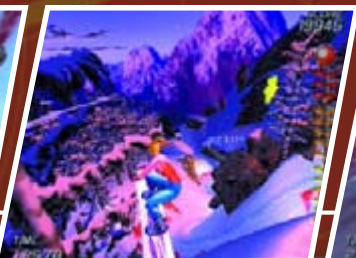
When it comes to competition, Mac may be the new kid on the block, but don't let his youth fool you into underestimating him. At 15, this cocky American freestyler rides with the flashy moves and self-assurance of boarders twice his age. Standing 5'4" and weighing 120 pounds, Mac's compact body is light, quick, and built for acrobatic tricks.



ELISE



Elise is a beautiful, blond snowboarding bunny who looks as good as she moves—and she knows it. At 5'11" and 120 pounds, her sleek, 23-year-old physique is built for speed and agility. But don't spend too much time gawking at her buxom body, or this sexy Canadian boardercross expert will stick your head in a snow bank!



MOBY



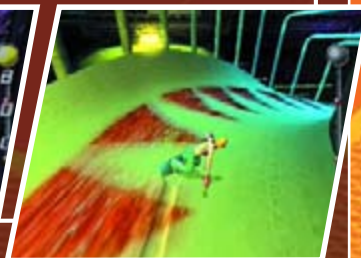
A colorful veteran of the BMX circuit, Moby's fearless racing style makes him an extremely formidable foe—even at only 18 years old. However, even though he stands 5'10" and weighs a solid 180 pounds, this risk-taking Brit is no stranger to broken bones. Never afraid to throw caution to the wind, Moby's boardercross riding style includes some pretty impressive stunts.



KAORI



Like Mac, Kaori is an exceptional freestyle rider, which means that her tricks are polished and slick. This Japanese 16 year old stands 5'0" and weighs a mere 100 pounds, so gravity has less to grab hold of whenever Kaori leaves the ground. Her carefree attitude and high-flying tricks definitely make her a force to be reckoned with!



CHARACTERS

JURGEN



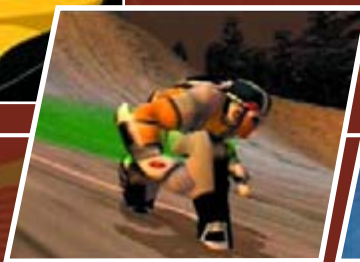
Jurgen is the biggest, baddest brute of all, towering over other riders at 6'5" and weighing a hefty 230 pounds. But, don't be fooled by his considerable bulk—this 35-year-old German boardercross rider is deceptively agile and quick, and he's also quite capable of pulling off tricks. A rugged veteran of snowmobile and ski competitions, Jurgen is currently a snowboarding juggernaut.



HIRO



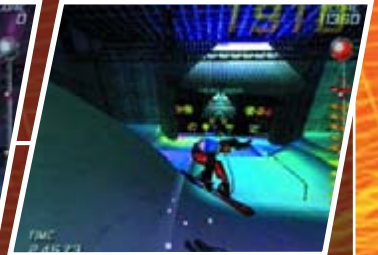
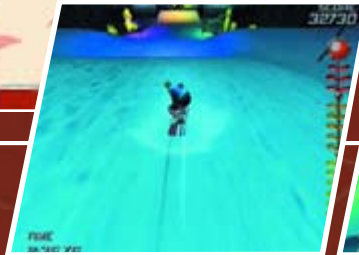
This determined 21 year old is a Japanese alpine rider who's as fast as they come and always equipped with the latest snowboarding gear. Standing 5'5" and weighing 200 pounds, Hiro's also a surprisingly good rail-rider who generates a lot of forward momentum. A loner by nature, Hiro pushes himself and his gear to the brink in order to win.



JP



Dressed to impress and always concerned with his image, JP is a classic case of style over substance. This 25-year-old French freestyler stands 5'10" and weighs 180 pounds. His fashionable outfits show off his good looks and confident attitude. However, don't write him off as one-dimensional, because JP's well-balanced abilities consistently keep him in the running.



ZOE



Once the teenage queen of the mountain-biking scene, Zoe now uses her natural athletic abilities and wild personality to conquer the SSX scene at age 19. This eclectic American boardercross rider stands 5'5" and weighs 130 pounds, but she's not afraid to throw down with the big boys and kick some butt when the going gets tough.

HEIGHT 5'5"

WEIGHT 130 lbs

AGE 19

NATIONALITY American

RIDING STYLE Boardercross

BLOOD TYPE AB

Wild, sporty and street savvy, Zoe takes her winning ways from the pinnacle of the mountain biking scene into frosty new territory.



CHARACTERS

UNLOCKABLE OUTFITS

Although many of the extras in SSX are unlocked in the world circuit mode, you can still earn three new outfits for each character while competing in single events. Perform the first 20 tricks in each character's trick book to give him or her a new look. The following screenshots show each character's original duds, plus his or her three unlockable outfits.

Mac



Elise



MOBY



kaori



JURGEN



SSX

CHARACTERS





UNLOCKABLE SNOWBOARDS

As your character wins events and gains experience, he or she can also attain new rankings and shed his or her newbie status. Each character has 12 rankings, and every time you achieve a new rank, you unlock a new board for that character. Each character has 11 boards that enhance their abilities in different ways.

Character	Board Name	Board Type	Edging	Speed	Stability	Tricks
Mac	Devilstick	Freestyle	21	22	28	32
Mac	Weiner	Freestyle	21	22	28	32
Mac	Razorwire	Freestyle	22	23	28	33
Mac	Boo Boo	Freestyle	22	24	28	34



Mac's AnimMac board



Mac's Weiner board



Mac performs a jump with his Weiner board



CHARACTERS

Character	Board Name	Board Type	Edging	Speed	Stability	Tricks
Mac	Benjamin	Freestyle	23	24	30	35
Mac	Spirit	Alpine	23	25	30	32
Mac	Buzzsaw	BX	24	25	30	34
Mac	AnimMac	Freestyle	24	26	31	35
Mac	VeloCity	Freestyle	24	26	31	35
Mac	WildWest	Freestyle	24	26	31	35
Mac	Interrupting Pirate	Freestyle	25	26	31	35
Elise	Kamoniwana	BX	32	29	20	24
Elise	Angel	BX	32	29	20	24
Elise	True Colours	Alpine	32	32	22	24
Elise	SmoothMaker	BX	33	30	21	25
Elise	Baby Doll	Freestyle	33	30	23	28
Elise	Butterfly High	BX	34	31	21	25
Elise	Buttercup	BX	35	32	22	26



Elise's Eliseanime board



Elise's Baby Doll board



Elise does an inverted grab with her Angel board

Elise	Eliseanime	BX	35	32	23	27
Elise	First Date	BX	35	32	23	27
Elise	Last Date	BX	35	32	23	27
Elise	Snobubbles	BX	35	32	24	28
Moby	Patriot	BX	22	24	24	29
Moby	Plasmatic	BX	22	24	24	29
Moby	Cutting	BX	22	25	25	30
Moby	Entomology	BX	23	26	25	31
Moby	Essence	Freestyle	24	25	26	33
Moby	Greenblade	BX	24	27	26	32
Moby	Kinoptic	Alpine	25	26	25	33
Moby	AnimMoby	BX	25	28	27	33
Moby	BlooGoo	BX	25	28	27	33



Moby's Patriot board



Moby's Kinoptic board



Moby prepares for a jump on his Entomology board

Character	Board Name	Board Type	Edging	Speed	Stability	Tricks
Moby	Datum	BX	25	28	27	33
Moby	Sloppy Bite	BX	25	28	27	33
Kaori	Lady Love Bug	Freestyle	23	24	21	32
Kaori	Neo-Vixen	Freestyle	23	24	21	32
Kaori	Skyhopper	Freestyle	24	25	21	33
Kaori	Moo Moo 22	Freestyle	24	26	22	34
Kaori	Princess Pie	Freestyle	25	26	23	35
Kaori	Alpha	BX	26	27	22	32



Kaori's Lady Love Bug board



Kaori's Alpha board



Kaori	Corporate	BX	26	27	23	24
Kaori	Kaori-anime	Freestyle	26	28	24	35
Kaori	Banana Peeler	Freestyle	26	28	24	35
Kaori	Sumo Trick Stick	Freestyle	26	28	24	35
Kaori	Perpa Traitor	Freestyle	27	28	24	35
Jurgen	Otis	BX	24	27	33	17
Jurgen	HairSuit	BX	27	30	35	20
Jurgen	The Boot	BX	27	30	35	20
Jurgen	RedBase	BX	24	26	32	16
Jurgen	German Scissor	BX	24	26	32	16
Jurgen	Metaplate	BX	25	28	33	18
Jurgen	Alpenshusser	Alpine	26	29	32	17
Jurgen	Chaotic Crippler	BX	26	29	34	19

CHARACTERS



Jurgan's Otis board



Jurgan's HairSuit board



Jurgan launches into a flip with his Otis board

Character	Board Name	Board Type	Edging	Speed	Stability	Tricks
Jurgan	Corporate	Alpine	27	30	33	18
Jurgan	Jurganim	BX	27	30	35	20
Jurgan	Aionic	BX	27	30	35	20
Hiro	Magnate Split	Freestyle	26	32	22	23
Hiro	Absolute Zero	Alpine	28	32	20	19
Hiro	Titanium TX	Alpine	28	32	20	19
Hiro	Graphiter	Alpine	30	33	21	20
Hiro	Corporate	Freestyle	30	33	23	23
Hiro	Shogun Slinger	Alpine	31	34	21	20
Hiro	SSX Chromium	Alpine	32	35	22	21
Hiro	Hiranimo C-Type	Alpine	32	35	23	22
Hiro	Metal Opus	Alpine	32	35	23	22
Hiro	Technician AK	Alpine	32	35	23	22
Hiro	Sunflakez	Alpine	32	35	24	23



Hiro's Sunflakez board



Hiro's Magnate Split board



JP's Ego-anim board

JP	ShowStopper	Freestyle	24	23	25	30
JP	JetSetter	Freestyle	24	24	25	30
JP	Magnate Split	Freestyle	25	24	25	31
JP	Eurotech	Freestyle	25	25	26	32
JP	Resonance	Freestyle	26	25	27	33

Character	Board Name	Board Type	Edging	Speed	Stability	Tricks
JP	Suave	BX	27	24	26	32
JP	Chaos Crippler	BX	27	26	27	32
JP	Hucker Special	Freestyle	27	27	28	33
JP	Big Poppa	Freestyle	27	27	28	33
JP	JP Ego-anim	Freestyle	27	27	28	33
JP	Crazy Ates	Freestyle	28	27	28	33
Zoe	Anarchy	BX	27	26	25	25
Zoe	Serotonin Screwball	BX	27	26	25	25
Zoe	Bad Girl	BX	27	27	26	26
Zoe	Plastic You	Freestyle	27	29	27	29
Zoe	Lethium Surprise	BX	28	28	26	27
Zoe	Chaos	Freestyle	28	28	27	29
Zoe	Alien Blues	BX	29	29	27	28
Zoe	Atomic Crush	BX	30	30	28	29
Zoe	Bomb Dropper	BX	30	30	28	29
Zoe	Righteous Path	BX	30	30	28	29
Zoe	Zoanim	BX	30	30	28	29



Zoe's Bad Girl board



Zoe's Chaos board



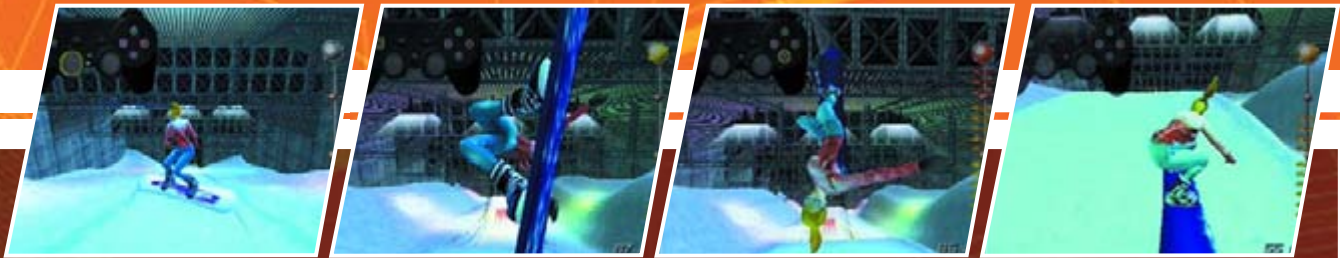
PLAYING THE GAME

SINGLE EVENT MODE

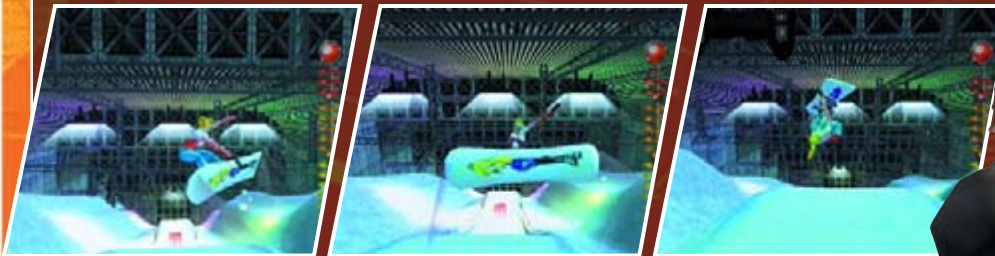
Now that you have studied the basics and learned some of the essentials needed to succeed in SSX, it's time to start practicing your snowboarding techniques. The single event mode is the fastest way to get into the action, and it includes an informative warmup tutorial that helps you learn the control scheme.



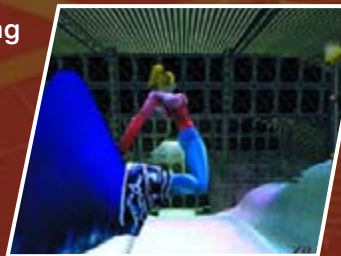
On your first run through the warmup course, focus on mastering the essentials of snowboarding—negotiating curves, lining up jumps, riding rails, and so on. Don't be concerned yet about landing sophisticated tricks—practice your fancy moves on the next run-through.



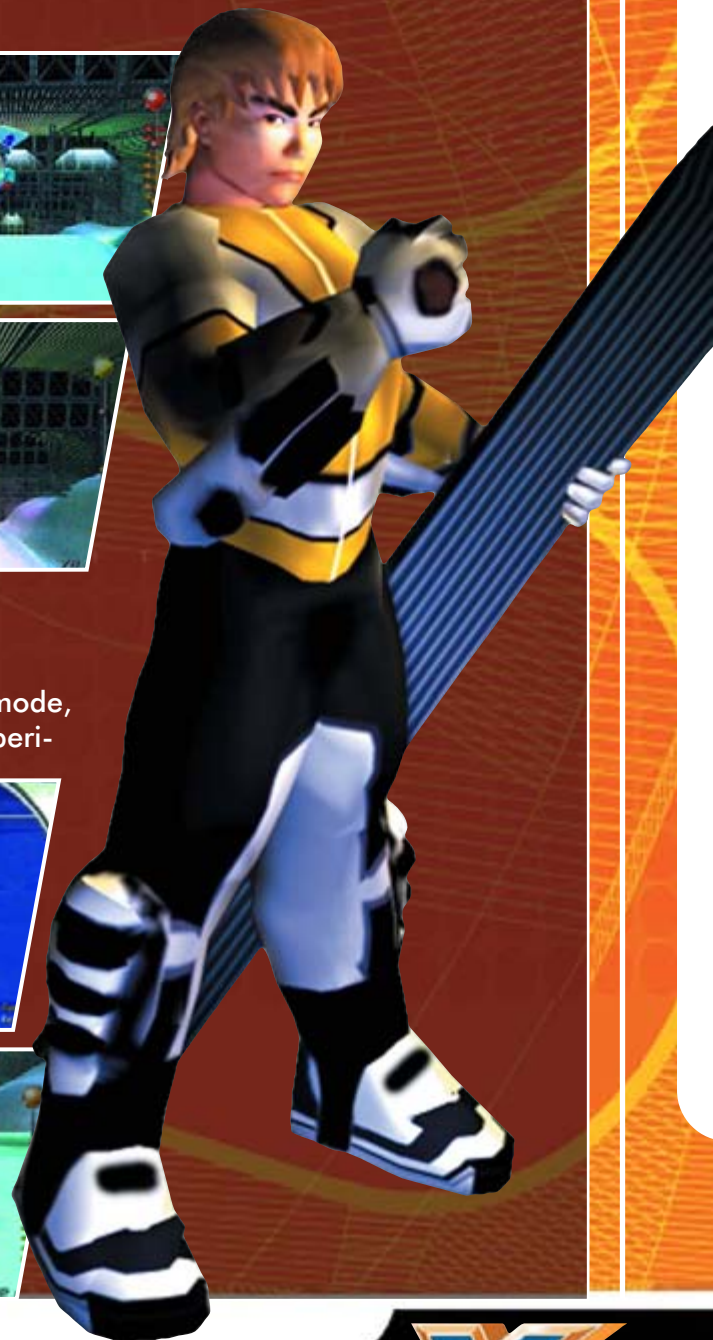
Once you're comfortable with the handling, spend a little time practicing spins and flips, using the D-pad or the left analog stick. Remember to stay crouched longer for higher jumps, and try pre-winding your moves as early as possible for maximum spin. Combine spins with flips for outrageous tricks.



Next, get lunatic with some high-flying grab moves by pressing and holding the shoulder buttons after you jump. Grabs can also be combined with spins and flips for dramatic, high-scoring tricks. Remember to leave enough room to straighten out for a smooth landing when attempting these risky maneuvers in races.



However, don't be afraid to wipe out in the warmup mode, because your performance here doesn't count. Try experimenting with new tricks and combos, and refer back to your character's trick book between runs to learn the right button presses. By the time you finish practicing on the warmup course, you should be all set for competition!



PLAYING THE GAME



The Single Event mode also offers a freeride option



that lets you experience the unique characteristics of each course without the pressure of competition or restrictive time limits. This is a great opportunity to find the fastest racing lines, explore shortcuts, test the best trick spots, and learn how to navigate each course effectively.



The showoff competition in the Single Event mode is all about putting your high-flying tricks to the test. The object is to score as many points as possible on each course within a set time limit. Medals are earned by reaching certain high scores. Your best bet for success in showoff events is to use a Freestyle board.

To score big points in the Showoff mode, incorporate the giant snowflakes into your stunts.

These style-point multipliers are suspended over steep jumps, near trees, and above rails. Some can only be reached after you've built up your character in World Circuit mode. Yellow flakes multiply your tricks by two, orange by three, and red by five.





All of your high-scoring tricks won't mean beans if you don't make it to the next checkpoint before time expires. When the clock gets down to about 30 seconds, use your boost to make it to the next checkpoint gate. You can also earn time bonuses to improve your chances of success.

The other way to compete in the Single Event mode is to race against other boarders. Achieving maximum speed and using shortcuts are every bit as important as doing tricks, because the only thing that matters here is reaching the finish line first. It's time to put your skills to the test!



WORLD CIRCUIT mode

The World Circuit mode is how you unlock most of the secret extras in SSX. It includes warmup, showoff, and race events, similar to the Single Event mode. However, these competitions are now crucial to improving your character's abilities.

For a better shot at winning races, go to the showoff events and win new medals to help strengthen your character.



Gold medals are worth five experience points, while silver medals are worth three points, and bronze medals are worth two. These experience points can then be assigned to boost edging, speed, stability, and trick ratings to improve your character's performance. Note that speed is often the most crucial factor for winning races.



PLAYING THE GAME



Each race is broken down into semifinal, quarterfinal, and final rounds. You must place in the top three to advance. If you don't succeed in the semifinals or quarterfinals, you can run the race over, but you only get one shot at the finals, so make it count!



Winning all the races in World Circuit mode opens the Aloha Ice Jam course, which is set on an iceberg in Hawaii. Winning all the showoff events opens the Pipedream course, which is a rail-rider's dream. Then, if you win the race at Aloha and the showoff event at Pipedream, you'll open the final course, Untracked, which is a mountain-side freeride.



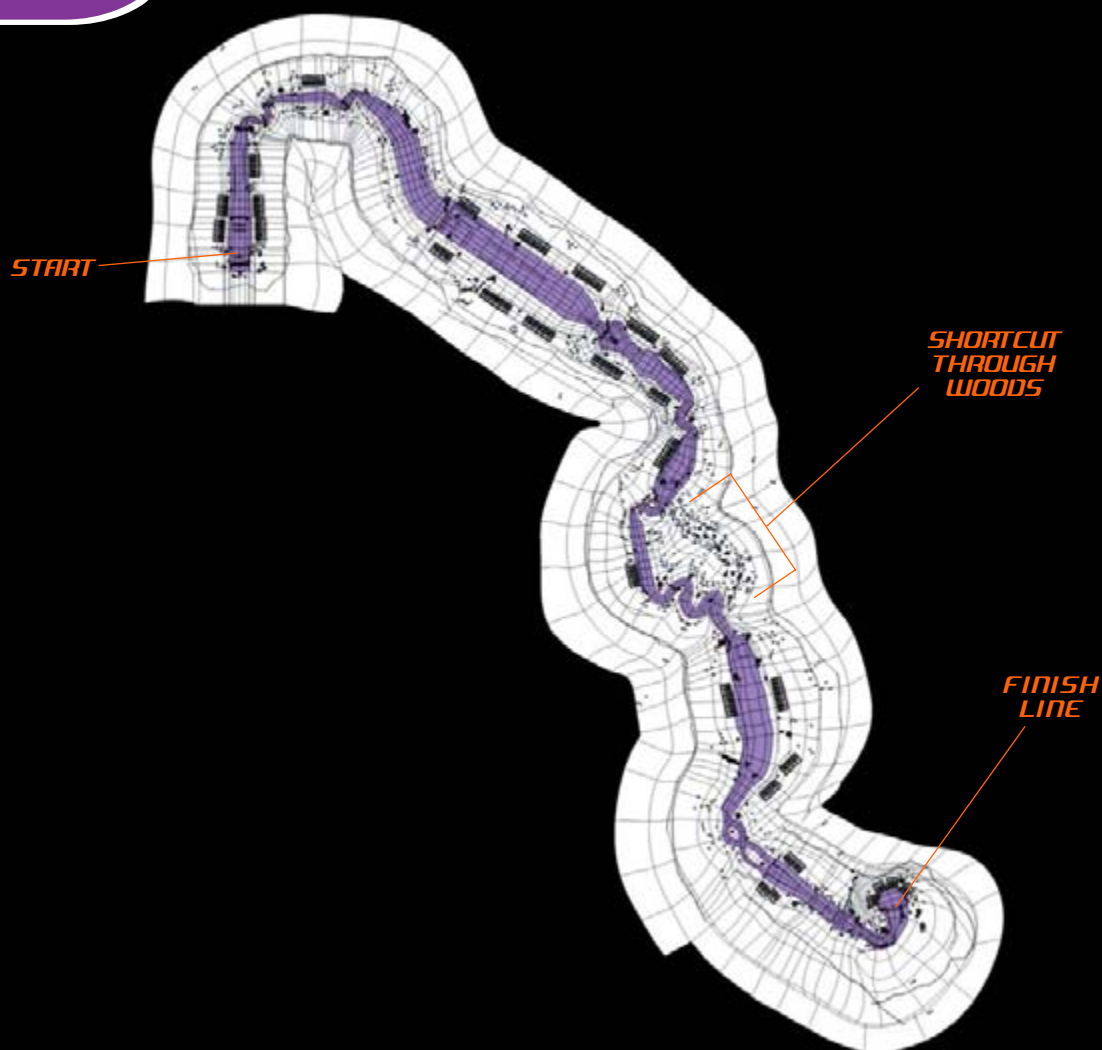
CHEAT CODES

Cheats in SSX are enabled from the Options menu by selecting and holding all four shoulder buttons (L2, R1, L2, L1). They are not saved on the memory card, and must be re-enabled after the game is re-booted. Activate each cheat by pressing buttons in the indicated sequence.

Cheat	1st	2nd	3rd	4th	5th	6th	7th	8th
Running Man (no snowboard, character runs on track)	■	▲	●	×	■	▲	●	×
Hint Cycle (all hints are shown one at a time before going into the game)	●	×	●	×	●	×	●	×



Snowdream



COURSE: Snowdream

DIFFICULTY: Easy

LOCATION: Jap an

LENGTH: 2860m

VERTICAL DROP: 826m



The first course is Snowdream. This Japanese downhill run features plenty of rolling hills, jumps, rails, and trick opportunities, with a vertical drop of more than 820 meters. This means the course is fast, so most riders should use an Alpine board.



Be prepared to get a good launch out of the gate, because your first trick opportunity comes quickly. Start crouching to jump as you approach the orange arch. Use the yellow rollers to do your first trick and gain some boost. You can also incorporate the rails to either side right after the rollers into your trick.

Now pass through the blue arch and keep an eye open for the SSX sign right around the curve. Align yourself with the sign and

smash through it to cut the corner and save a few seconds. Be careful not to hit the orange arch behind the sign. Instead, go left of it and pass under the next blue arch, sticking to the main trail.



If you end up outside of the fence here accidentally, don't fret. The snow is deeper, but you can soon rejoin the main trail. On the other hand, if you stick with the main path, there's a red snow pipe you can ride on the right and a jump you can use to regain some boost.



Now, look for the SSX sign to the left of the next orange arch. Use the little hill in front of it to jump the fence and cut the next few corners. Make sure that you return to the main trail, because straying outside the fence here slows you down.



SNOWDREAM

Following the main trail, you see a jump right up ahead, marked by red lines and a flashing jump sign. If you are already in the lead, this is a good place to pull off a high-flying trick to build your boost. Otherwise, don't waste too much time, or you'll only fall farther behind.



Right after the jump, you approach some gentle hills. Stay to the left to ride the long red snow pipe and gain speed. Should you miss the pipe, there's a Trick Boost on the right side, just before a steep jump marked by red lines. Grab the boost, pre-wind, and use the jump for a spin or flip move.



Several paths lead through the next section. The fastest way is to ride the rail on either side of the red-marked hills, using your boost to pick up speed. If you miss the rails, you can perform tricks over the hills or zoom right through them. There's also a Speed Boost about halfway down on the far right.

As you exit the previous section, stay in the center. The trail quickly branches, with an orange arch to the left and a blue arch to the right, but the fastest path is riding the red snow pipe right up the middle. It's tricky; don't hit the orange markers on either side.





Don't worry if you miss the pipe up the middle, because you can still use your adrenaline boost to make up time if you have to take one of the curving side paths. Prepare yourself for another jump coming up at the checkpoint gate. This is another good place to pull off tricks and build your boost.



Next, you go over a gentle roller and see a clearly marked right curve up ahead, along with another SSX sign that can save you a few more precious seconds. If you veer to the left when you land and stay outside the fence, there's a Speed Boost farther down that leads to a major shortcut through the woods.



However, for an even faster way to reach the same shortcut, stay on the main path and look for the next SSX sign a short way down. Angle yourself toward the sign and use the jump to clear the fence and make it into the woods. Then follow the curve of the land around to the left while dodging trees.



SSX



When the land curves back to the right a little farther down, avoid the rocks and trees and look for the red snow pipe as you begin to emerge from the woods. Ride this pipe with your boost for an extra burst of speed that should put you well ahead of the competition.



If you stay on the main path instead of taking the shortcut through the woods, use the jump (where the shortcut was) to build up your boost and then look for the red snow pipe on the right. Riding this pipe cuts the next corner before setting you back on the main path.

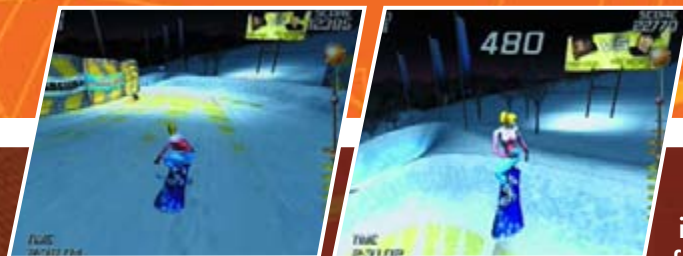


Once you enter the next series of gentle rollers, look for the break in the fence on your left, leading to another shortcut. Head through the opening and down the slope, taking care to avoid the rocks on your way back to the main path. Cut through the next few curves and you'll end up where the forest shortcut leaves off.

After going through another checkpoint with a jump, you pass a gentle roller where another Speed Boost is located. If you get there first and grab it, the boost can be used to improve your lead through the next series of hills. Stay to your right as you pass the grandstands.



When you see the final grandstand on your left, cut across the path toward the last seating area and use the hill in front of the light post to vault over the fence. The snow is deeper here, but you can cut several more corners and get in position to take the final shortcut.



Another way to get set for the final shortcut is to stay on the main path and follow the fence on the left. When you get to where the path curves left and the fence ends, jump across the path and follow the opposite bank to the left. Many times you can follow other riders who take this alternate route.



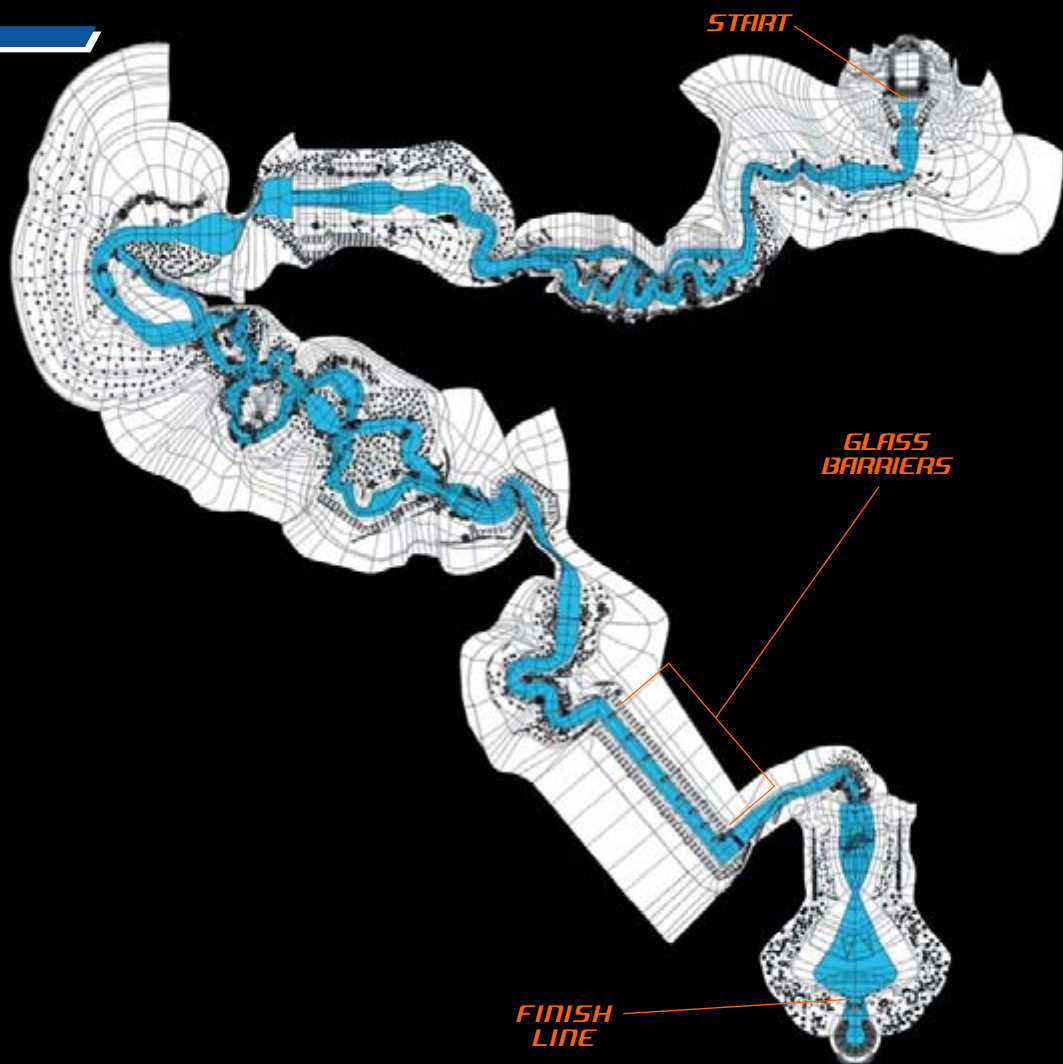
Hopefully, you are now riding the alternate route to the left of the main path. Keep an eye open for the SSX sign and use the jump in front of it to reach the elevated slope. This icy path can help you build speed for the final stretch, but be careful to exit straight when you reach the bottom.



If you've taken the main path, the final jump is coming next, and it's a biggie! Depending on your race position, either do a final aerial maneuver or stay close to the ground to improve your final standing. Use your boost if necessary, and be careful in the left turn that stands between you and the finish line.



ELYSIUM ALPS



COURSE: Elysium Alps

DIFFICULTY: Intermediate

LOCATION: Europe

LENGTH: 6899m

VERT. DROP: 2505m



This gorgeous European course is located in a breathtaking natural setting high in the French Alps. It has a vertical drop of more than 2,500 meters, so use an Alpine board for peak performance at the highest possible speeds. The course is extremely long and surprisingly wide, with plenty of icy paths, high-altitude jumps, and challenging hazards to overcome.



It's great if you can get another strong launch from the starting gate, but don't sweat it if the other racers get ahead. They won't be for long! Use the first jump to build up boost, and get ready to veer to the right under the stands as soon as you land for a shortcut down the mountainside.



If you stick to the main path instead of taking the shortcut, you will probably find your character battling it out in traffic. Try to avoid the other racers so you can time your jump off of the moving ramps and perform a high-flying trick. The Adrenaline Boost you gain definitely will come in handy.



The path curves sharply to the right shortly after you land. There's a snow bank on the right side of the turn that you can cut across to save a second or two. Use the next small jump to perform a trick and build your boost. Then get ready for a series of alternating curves.



ELYSIUM ALPS

After negotiating the second left turn in the previous series, you see a pretty steep jump in front of the next checkpoint gate. This is another terrific trick spot. Line up your snowboard in the center of the path and show 'em what you've got!



Immediately after you land, stay to the right and look for a narrow path that rises up from the main route. This spectacular shortcut is very easy to pass. Crash through the low wooden fence under the sign, grab the Speed Boost, and jump from one elevated path to another, passing your opponents with ease.



If you miss the elevated path on the right and stick to the main route, another shortcut five curves ahead can save you some valuable time. Look for a pair of SSX signs high above the bank on your left and smash through either of these to eliminate a long and time-consuming cutback.

After maneuvering through the next series of curves, you come upon another jump with a group of signs standing on your left. This is a decent spot for performing tricks and building up your boost before the next shortcut, which is coming up at the next curve.



As you approach the curve, aim for the signs along the ridge on the left side. You can jump up and ride along the tops of these, or go between the posts and down the mountainside. If

you do the latter, veer a little to your left and look for the Trick Boost in the wooded area.



Staying on the main path takes you down a snowy trail that curves to the left, leading to a long downhill stretch with several possible routes. The blue ice path on the left is pretty fast, provided you jump over some deep snow. You also can ride the rails for more speed, or use the jump for a trick.



As soon as you make it to the other side, head toward the narrow gap in the cliffs to your left. Be very careful to slip through the opening smoothly, because it's easy to careen off the icy walls and out of control, which will probably cost you position.



Now make a beeline for the SSX sign at the top of the rise on your left. Smash through it and head into the forest for a huge shortcut with a dizzying jump. Dodging the trees can be a little bit tricky; make sure to keep your board parallel to the ground for a smooth landing.



ELYSIUM ALPS

The next jump provides excellent trick opportunities, so take advantage of your airtime.

The main path continues on the other side, where you'll see another quick jump and then an SSX sign perched atop a hill in the distance. Smash through the sign, leap across the next jump, and ride the fallen tree for a major time-saver.

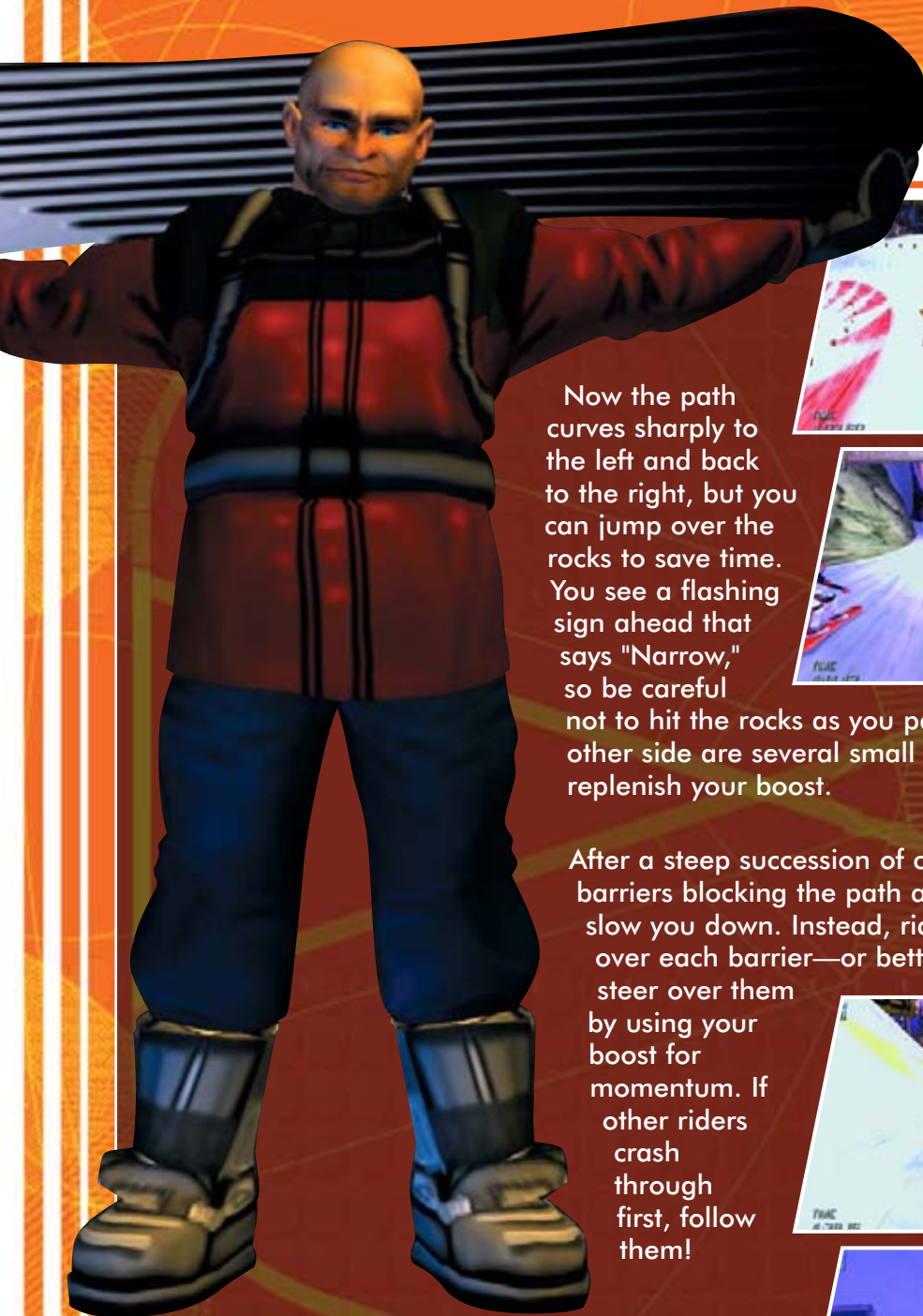
If you missed the jumps leading to the hill-top shortcut, you probably ended up on the ice path below. Try to race a smooth line through this section, and be ready for some sudden drops that can lead to a spill. Also keep an eye out for occasional fallen trees that you can ride for extra speed.



When you get to this drop, leave the main ice path and cut through the woods on your left. The snow is deeper here, but you can use your boost to cut a few corners and pick up position on your opponents. Just be careful to watch out for the rocks as you return to the ice path.

Up ahead, you see another checkpoint gate in front of a major cliff hazard. Line yourself up with the middle, pre-wind your trick as far in advance as possible, and spin yourself silly as you jump to the path below. You'll soon need every bit of boost at your disposal for the obstacles ahead.





Now the path curves sharply to the left and back to the right, but you can jump over the rocks to save time. You see a flashing sign ahead that says "Narrow," so be careful

not to hit the rocks as you pass through this gap. On the other side are several small jumps that you can use to replenish your boost.

After a steep succession of curves, you see a series of glass barriers blocking the path ahead. Crashing through these will slow you down. Instead, ride up either side and do tricks over each barrier—or better yet, ride high on the wall and steer over them by using your boost for momentum. If other riders crash through first, follow them!



Immediately after you pass the last glass barrier, the path makes a sharp left turn and you suddenly see two fallen trees right in front of you. Often you can pass through this without taking a spill, but be prepared to jump over it if you want to be extra safe.



ELYSIUM ALPS



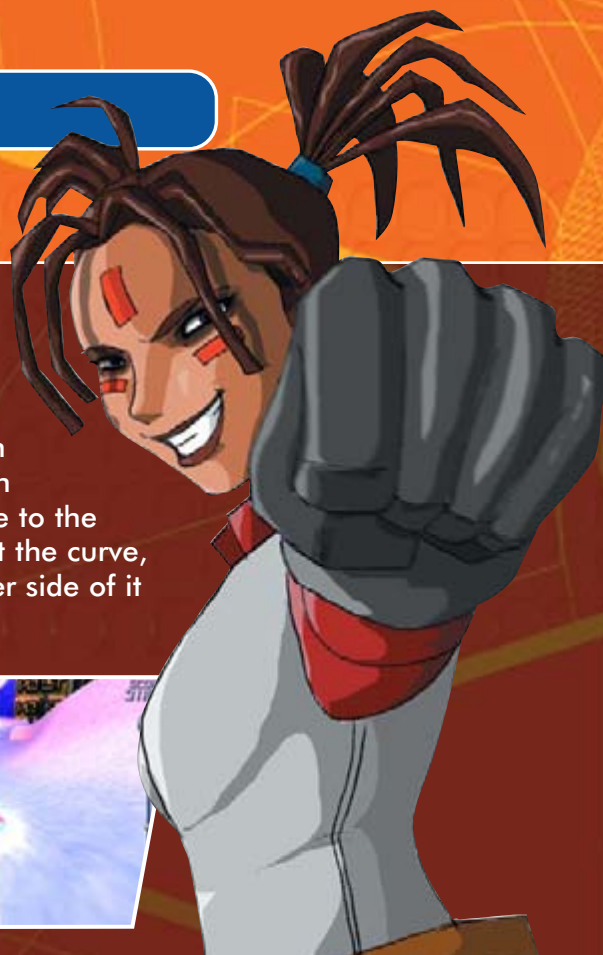
The next curve is an extremely hard right with a slightly tricky incline. Use the left analog stick to slow down a little so you can

make the sharp turn without hitting the rocks. You can also swing wide to the left and cut as hard as possible to the inside (with a boost) to negotiate this turn. As you exit the curve, the path forks into an icy loop-the-loop. Choose either side of it and barrel right through!

You may be tempted to avoid the loop by going around it, but that is inadvisable. If you accidentally hit the side, the game resets and you lose a few seconds. Plus, the snow outside the loop is pretty deep, so the going is slower anyway.



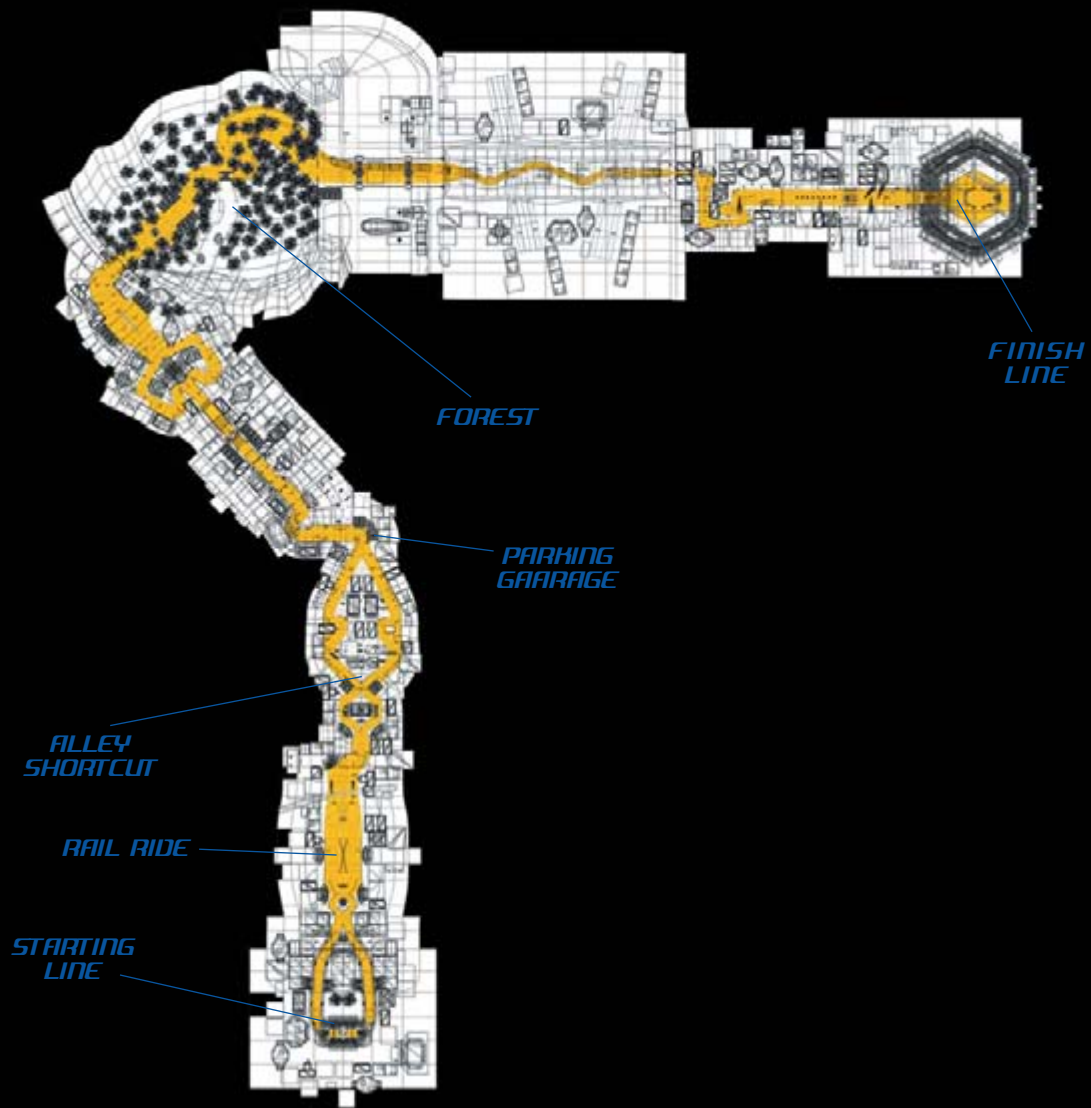
If you're the first snowboarder to exit the loop, look for the Trick Boost at the pinnacle of the icy ramp. Get into a good launch position, grab the power-up, and do your sickest trick off the next jump. When you land, jam on the Adrenaline Boost (if needed) and race through the opening in the mountain to cross the finish line.



SSX

PRIMO'S OFFICIAL STRATEGY GUIDE

MERQURY CITY MELTDOWN



COURSE: Merquy City Meltdown

DIFFICULTY: Expert

LOCATION: East Coast, USA

LENGTH: 3874m

VERT. DROP: 1384m

MERQUARY CITY MELTDOWN



Set amid a sprawling East Coast metropolis, the Merquary City course offers some incredibly exciting nighttime action. Designed with the snowboarding expert in mind, Merquary City features many difficult technical challenges, while also boasting the most shortcuts of any SSX course. Definitely use a Freestyle board to help negotiate all the tricky turns and rail slides.



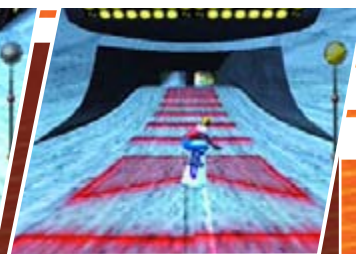
Immediately after you leave the gate, the path curves right. When you see the rotating green globe, prepare to veer left around the curve. Go up the stone ramp and bust a trick through the SSX sign to gain some boost. This ramp is very easy to pass. Ignore the other SSX sign on the right side of the fence.



If you manage to land between the fences on the left, this next shortcut should easily put you in the lead. Zoom along the raised ledge using your boost until you see the train crossing on the overpass ahead. Jump off the ledge and perform another trick to replenish your adrenaline, then veer right toward the next SSX sign.



If you miss the stone ramp shortcut, you'll have to negotiate a couple of curves instead. Watch out for the fences and other obstacles! On the other side, ride one of the curved rails for extra speed, or do a rail trick to gain boost. As you exit, ride right through the small opening without jumping.



An SSX sign is ahead, to the right of the main path. Crash through it heading toward the right and follow along the outside of the fence. A little farther down, return to the main path and move toward the center to get ready for the next shortcut.



Line up with the top of the fence buried in the snow and ride it toward the building. Right before you reach the end, jump up and smash through the window. This detour through the building saves you several seconds. As you exit the other side, try to jump over the fence in front of the next buildings.

Now the main path forks around several buildings. The fastest route is to jump the fence in front of the buildings and race down the alley between them. Be very careful not to hit any of the walls, flaming garbage cans, or dark-colored trash bins.



EROURY CITY MELTDOWN

On the other hand, if you decide to follow the main trail to the right, you have to jump a truck embedded in the snow bank. Try to ride the ridge above it to reach the pair of SSX signs. This little shortcut deposits you near the parking garage, where the alley shortcut also ends.



PARKING GARAGE DETOUR

The parking garage hides a very tricky shortcut, so stick to the main path here if you are trying to win the race. You can enter the garage on either side of the flashing arrow sign. Your best bet is to head through the gap in the fence on the right side of the main path.

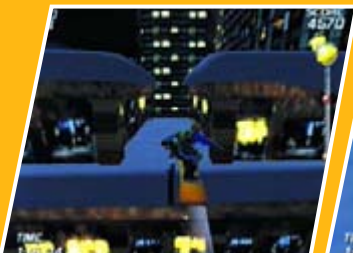


Once you are inside the garage, do whatever quick tricks you can to replenish your Adrenaline Boost. When you see the last car on the left, you only have a few seconds before you have to jump a little ledge to the next snowy rooftop. If possible, use your boost to help you clear the gap.



The next roof you have to reach has a narrow landing space, so make sure you line up in the center to avoid hitting the walls. Your chances are again improved by using your boost for extra speed. After you land, stay in the middle and jump to the next

building, which has a window that you can crash through.





After a quick trip through the building, smash through another window and you see a giant doughnut right in front of you. You need fast reflexes to ride the rail through the doughnut hole to the rooftop below; use your boost to help you remain stabilized. The shortcut eventually concludes after a brief detour through yet another building.

If you opt not to try the garage shortcut, there's another chance to save a few seconds just down the main path. Jump through the SSX signs to cut the next corner. Up ahead, race up a glass ramp, but don't try to slip through the narrow gap at the top. Instead, leap over the snowy rooftops.



Soon you see the next SSX sign built into the side of a building. The main path branches to either side of it, but once again, the fastest route is right through the building. Ride the ridge in front of it and jump up at the last instant, smashing through the shortcut sign.



MERQURY CITY MELTDOWN

Whichever path you end up taking, the next section begins with a row of trail markers and several fences that you need to race around or jump over. On the other side, ride the rail between the two fences, using your Adrenaline Boost to pick up speed. The red side paths are slower.



After racing through a few more curves, you suddenly enter a wooded section, where a shortcut and a power-up are located. You can veer left off the main path and go through the arching pillars toward the SSX sign, or stick to the main trail until you see the sign. Beyond it is a dark path with a Speed Boost.

Follow the dark path as it curves around to the right. Crash through the round door. On the other side is a tunnel with several barriers that you can ride or jump over. Pass through a few moving fans before coming to the end of the tunnel.



SSX

PRIMA'S OFFICIAL STRATEGY GUIDE



Sticking to the main path through the woods also yields some cool secrets. When you see the bridge, pass through the wall and immediately veer left, cutting diagonally across to the riverbank. Then jump as far as you can and try to land on the cargo ship below. Its grain conveyor can shoot you across to the other side.

Extreme daredevils can also try to ride right up the bridge rails for a precarious view of the ground below. However, as far as practical shortcuts go, this treacherous route won't help you win any races.



After the forest and the bridge, the next section leads to a ramp that you can use to reach a series of uncompleted overpasses that are much faster than the ground below.

Try to land on the lower, snow-covered sections and follow them until you reach the next checkpoint gate.

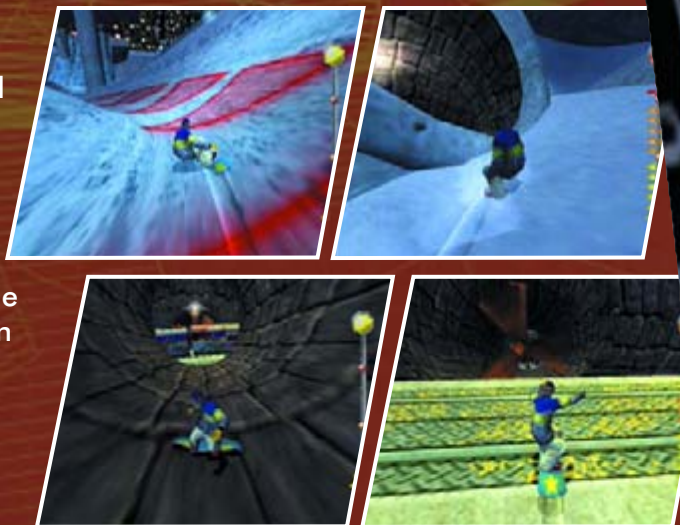
As soon as you go through the tunnel after the checkpoint, veer outside the fence to your left for another tricky, high-altitude shortcut. Once again, you use the buildings and rooftops to get ahead. The potential lead you can develop is well worth it, and you end up not far from the finish line.



If you don't react fast enough to veer outside the fence, take another shortcut just ahead. Look for the SSX sign in front of the building on your left, and smash through the right side of it for a dizzying time-saver. If you do this just right, you can land on the rail below and jump across to another ramp.

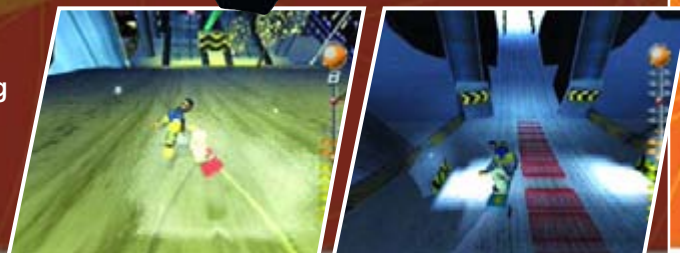


Instead of taking the uncompleted overpasses, you also can follow the ground route through some curves. When you see the ramp, don't race up it to the check-point.

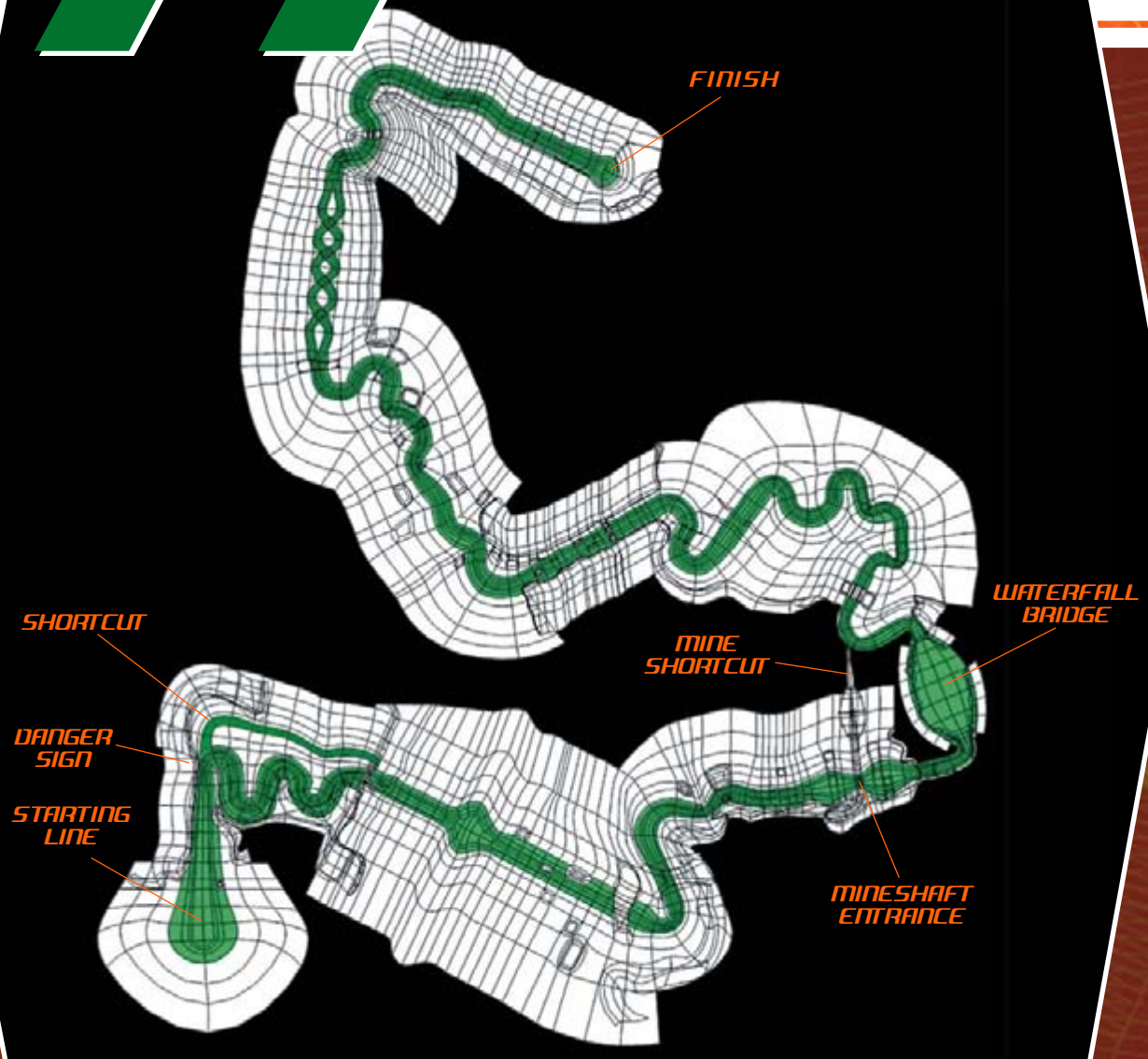


Instead, go behind it and look for the round opening that leads to a subway tunnel shortcut. Pause to let the cars pass before jumping the track. Avoid the fan.

For the final run to the finish line, use whatever boost you have left. Another glass ramp ahead can be used for tricks, but you're better off going either around it or right through the middle if you can avoid hitting the sides. It's also possible to take the high road to the finish, if you follow the right shortcuts.

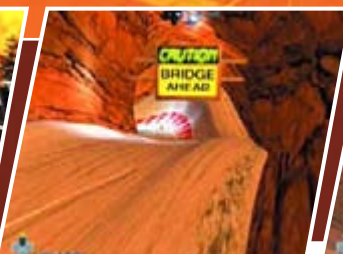


MESABLANCA



COURSE: Mesablanca
DIFFICULTY: Expert
LOCATION: Southwest USA
LENGTH: 3875m
VERTICAL DROP: 2345m

MESABLANCA



Mesablanca is a breathtaking, expert-level course carved into rugged terrain beneath the fiery orange sky of the southwestern United States. The snow-covered landscape includes huge rock formations, sharp curves, lovely waterfalls, mountain streams, and many other challenges. There's even an abandoned mineshaft for snowboarding explorers to discover! Use either a Freestyle or Alpine board to navigate the narrow paths at high speed.

After leaving the starting gate, use the first two hills to gain some boost. Ahead, the course goes uphill and curves to the right. Race or jump up onto the left bank before the curve and head for the wooden fence with the danger sign. Jump over this and follow the trail around to the right for a huge shortcut.



About halfway down the secret trail, ride the fallen log and use your Adrenaline Boost to pick up speed. Jump from the log through the trees, where the trail continues. Avoid the boulder on your

left and get ready to jump again when you reach the edge. Beyond it you need to clear a mountain stream.

Once you cross the stream, head toward the middle of the path and ride the rail between the two towers, using your boost for extra speed and stability. As soon as you get off the rail, veer to the left of the rock formation and smash through the SSX sign for another great time-saver.





next two ramps and enter the natural rock tunnel, being careful not to hit the rails by the entrance. Then veer left and cut the next corner, which is an excellent way to pass opponents.

When the course curves to the right up ahead, look for another SSX sign on your left, right past the checkpoint gate. Angle yourself toward the right side of this sign and jump straight through, because you need to avoid the rocks and light poles down below to land smoothly.



After a quick curve, the path splits. Both branches quickly converge again, but the right path is preferable if you want to take the secret mineshaft shortcut. Access this through the piece of wood lying in the crevice, next to the boulder. If you pass this, go through either rock arch to take the bridge route.

SECRET MINESHAFT

To take the mineshaft shortcut, stop your boarder and smash through the piece of wood lying over the hole. After dropping to the tracks below, ride the rails for extra speed. The tracks go uphill, and you have to jump across a gap. If you miss, you'll fall to the tracks below and exit through the lower tunnel.





On the other hand, if you leap across the gap where the tracks are broken successfully, you can continue riding the rails farther up the mineshaft. This tunnel spits you out high above a huge rock formation that you can race across to reach the shortcut sign on the other side.



If you follow the main path instead of taking the mineshaft, you'll see a bridge sign followed by a sharp left turn. Stay in the center as you exit the curve. A narrow wooden bridge right after it spans a waterfall canyon. Steer carefully to pass this swinging bridge. Quickly hit reset if you fall.



After a few more curves, you end up where the mineshaft shortcut leaves off, near the huge rock arch. Head through it and veer left to smash through the SSX sign, racing down the hill to rejoin the main path. This shortcut slices off a major corner and saves you valuable time.



As you make the next left, use your boost to gain speed. A jump is coming up at the checkpoint gate, but you have several options. You can veer right before the jump and cut down the hill, or you can drop into the chasm ahead and follow the path there. Jumping the chasm puts you near another time-saving route.



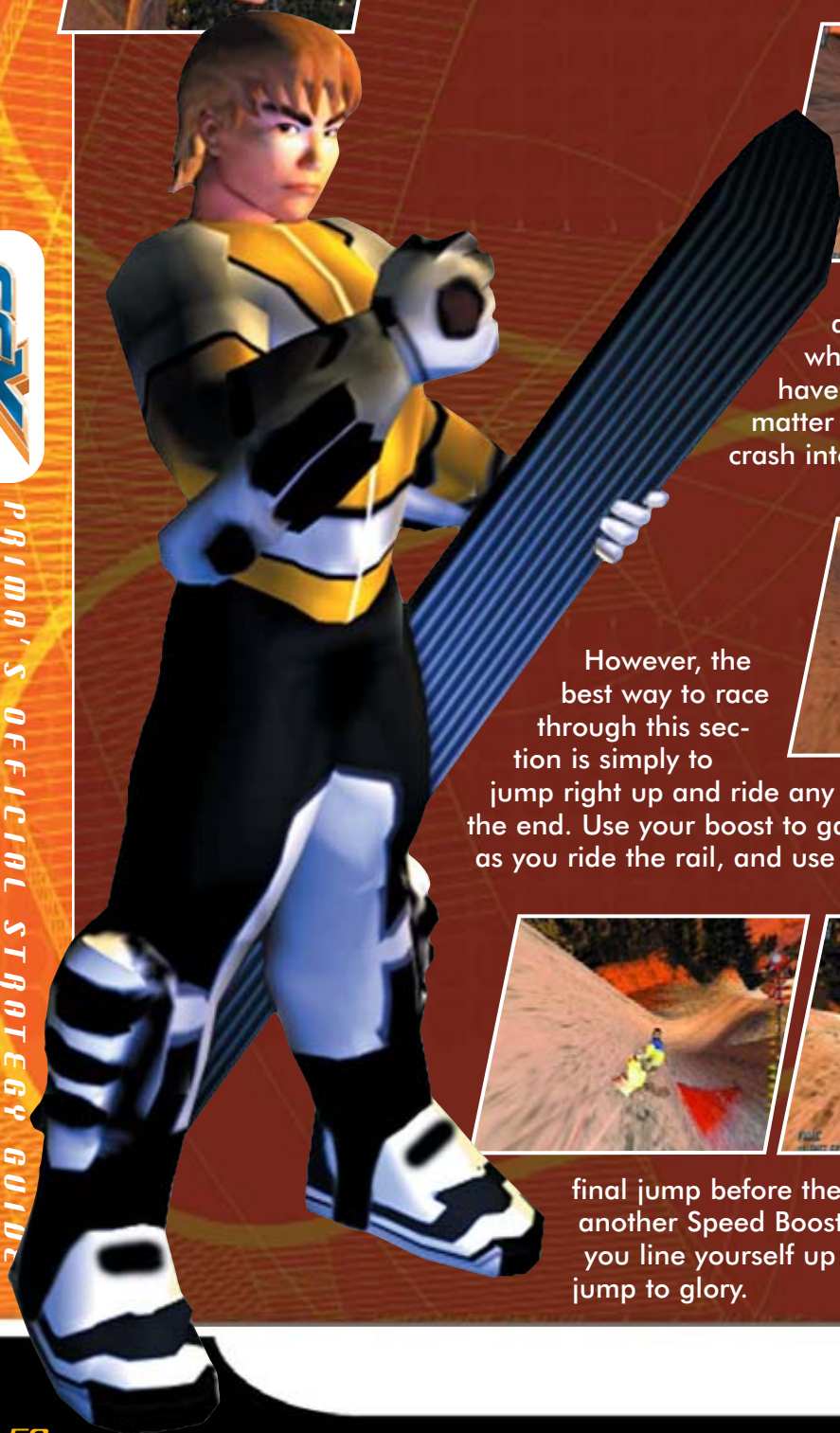
Immediately after landing on the other side of the chasm, veer right up the embankment instead of taking the sharp right turn ahead. There's a fallen tree here that blends into the landscape, so it's a little hard to spot at first. The log crosses the path above the curve and lets you make up more lost time.

The next section is pretty challenging, with a lot of steep jumps, narrow paths, and rocky obstacles to avoid. After the first jump, there are two small rock arches to pass through. The right one is slightly wider, but the path to the left is actually easier. If you time your jumps well, you can leap over the rock pillars.



Once you make it past the final rock pillar, the path curves down and to the right amid some firework explosions. Stick to the left side of the path and race up the bank a little farther down to grab the Speed Boost for a quick burst of passing power.





Follow the main path through the next rock arch, where it curves left and goes up a steep slope with a right turn at the top. Race up this slope and jump as you approach the apex. You should crash through the SSX sign at the top, leading to a great shortcut through the trees.



Next you pass under another huge rock arch with a checkpoint on the other side, where the path splits into two. Both trails have long, curving rails on each side. It doesn't matter which side you take, as long as you don't crash into the rails, which slows you down.



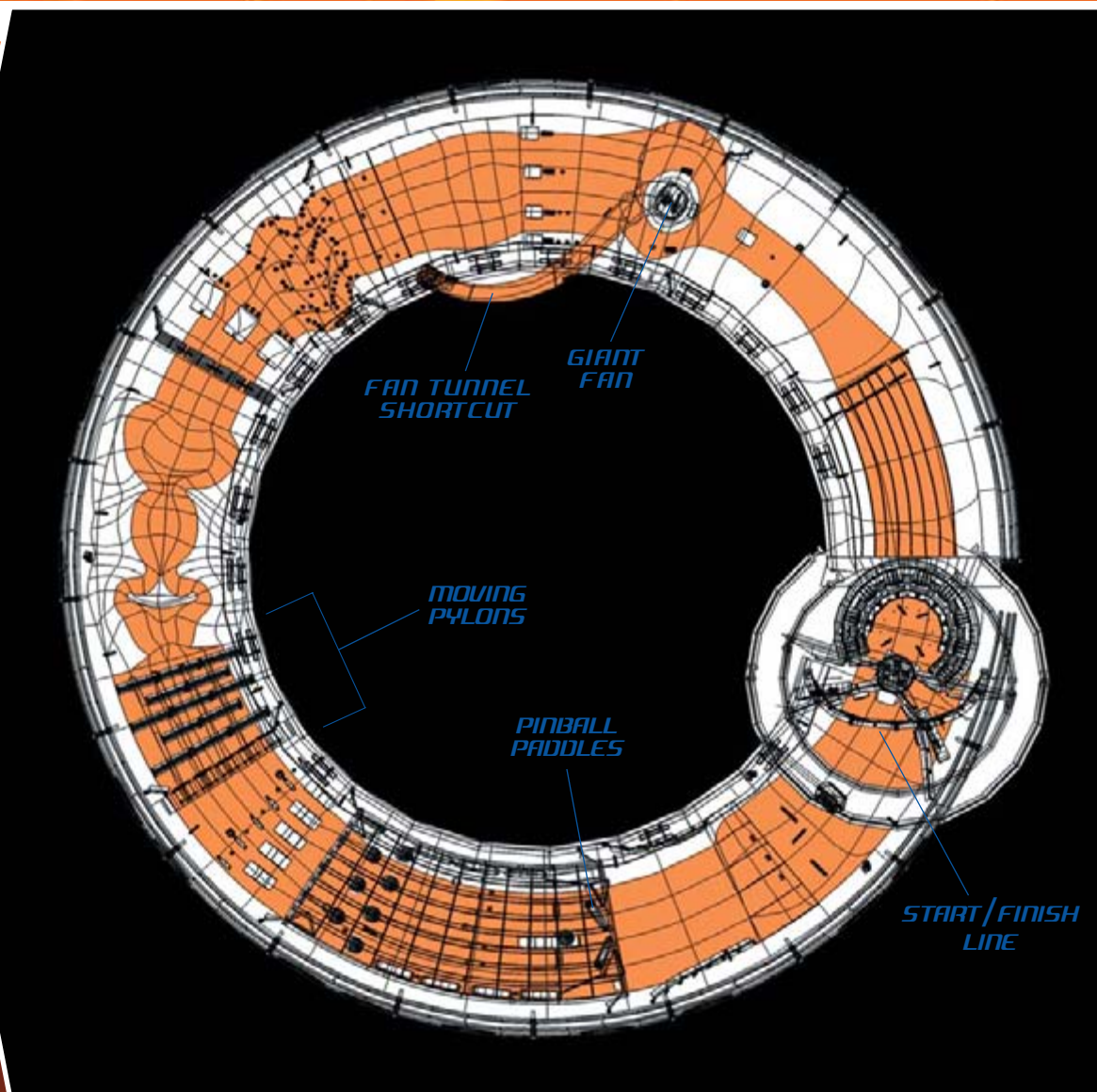
However, the best way to race through this section is simply to jump right up and ride any of the long, curving rails all the way to the end. Use your boost to gain incredible speed and extra stability as you ride the rail, and use the left analog stick to stay balanced.



From here on out, the path simply winds downhill, passing through several more rock arches until it reaches the

final jump before the finish line. Keep your eyes open for another Speed Boost on the left side, and make sure that you line yourself up in the center of the ramp for the final jump to glory.

TOKYO MEGAPLEX

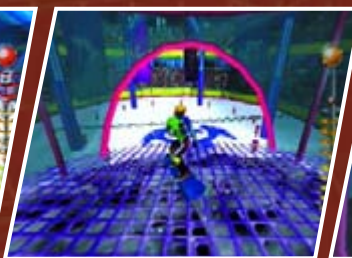


COURSE: Tokyo Megaplex
DIFFICULTY: Super Expert
LOCATION: Tokyo, Japan
LENGTH: 1300m
VERTICAL DROP: 488m

TOKYO MEGAPLEX



Modeled like the inside of a giant pinball machine, this colorful course includes lots of hazardous moving parts that give it a Super Expert rating. Players must do three laps around the wide, circular track, which features several terrific trick spots. Use an Alpine board to win races here, but go with a Freestyle board for showoff events.



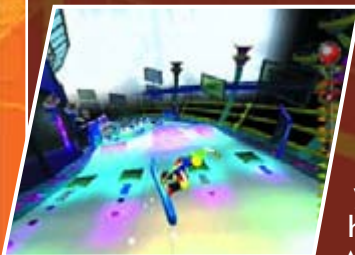
One of the most unusual features of the course is just a quick sprint away from the starting line. Race through the opening between the flashing arrow signs and a set of giant fans blast you upward on a gust of air. Make sure to pre-wind first, because the major airtime lets you do some high-scoring tricks and combos.



On your way back down, try to angle your snowboard so you land on top of one of the many fences below you. Not only does this add even more points to your score, but it's also the fastest way through this section if you use your boost. The ground route is trickier, because it's easy to hit the fences.



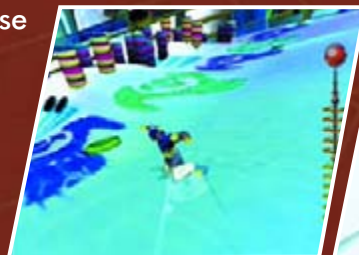
Next, pass the checkpoint and head for the ramp. Try to hit the blue switch in the snow, which turns off the fan. Beyond the ramp is an SSX sign in front of another fan. Exit the ramp high and the fan blows you up and over, or go low through the sign and smash the fan to reach a secret tunnel below.



If the fan blows you over, the next section has more switches and ramps, as well as little speed strips that can give you a sudden boost. Try to hit these, or use your own Adrenaline Boost to pass

opponents. The hill on the other side isn't steep, but it can still be used for tricks.

The next part of the course is also where the secret tunnel under the fan lets you out. You see many rows of multicolored pylons protruding from the snow. Rather than do your impression of a pinball and ricochet off of them, try to trigger one of the switches in the snow, which lowers

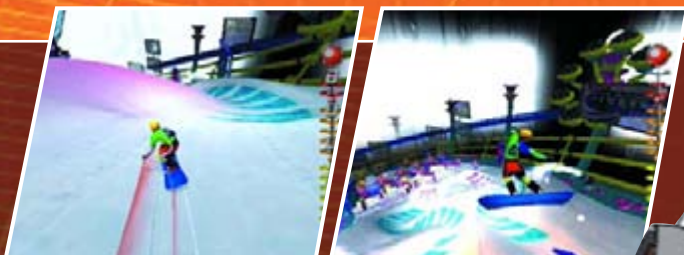


different sections of the pylons.



As you emerge from the pylons, you see a few more of them ahead with another ramp just beyond. If the pylons are down, use the ramp to jump over the top of the large panels. Otherwise, you have to go around or between them—and they have a nasty habit of snapping shut as you try to pass.



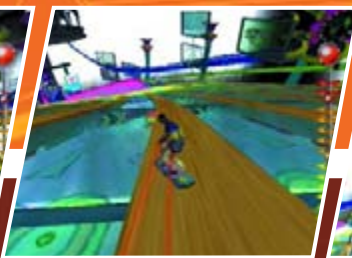


Right after the panels, use the snow bank in the center to launch into a trick and get a look at the course ahead. The path divides into two and winds through the snow, so take the most direct route possible to avoid wasting time. When you reach the hill with the purple markings, get ready to jump!

If the previous leap is successful, you end up on one of the purple beams above the rows of moving pylons, and you can rail ride your way to the head of the pack. Otherwise, you have to navigate these moving obstacles and make it through the yellow doors beyond, which rise and drop without warning.



As you pass the purple panels, try to trigger one of the switches. There are five ramps ahead, and you must raise one to reach the shortcut. If you miss, you have to dodge a bunch of pinball bumpers and a huge pair of paddles that pack a mean wallop. These can be avoided by smashing the SSX signs on either side.



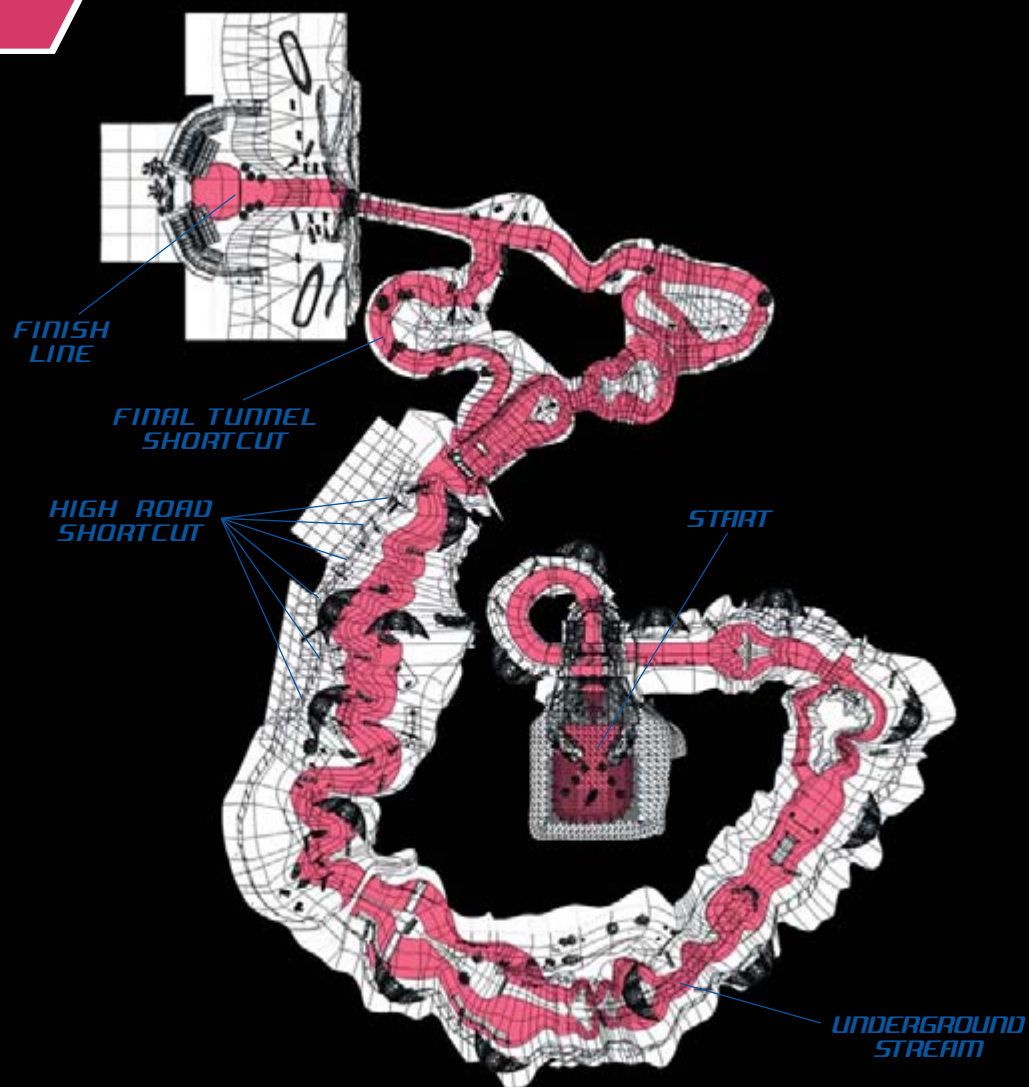
On the other hand, if you can trigger the ramp, leap up and smash through the SSX signs on top of the next section. Then you can ride the beams until they end, at which point you're all set for the next big jump. If you use the right-side ramps, there's also a Speed Boost atop this section.



Now it's time to perform another high-flying trick. Use your boost to hit the purple ramp with as much speed as possible, and use the airtime to rack up points and replenish your adrenaline. The first lap is finished, so head back into the fan tube at the bottom to start your next run. First place is waiting!



ALOHA ICE JAM



COURSE: Aloha Ice Jam

DIFFICULTY: Super Expert

LOCATION: Hawaii, USA

LENGTH: 2766m

VERTICAL DROP: 1132m



Aloha is the first bonus course you can unlock (by winning all the races in World Circuit mode). This Super Expert run is chiseled into a giant iceberg floating in a beautiful Hawaiian harbor. The spectacular landscape includes sudden chasms, rushing water, plenty of hills, and other natural hazards. Use a Freestyle board to help you handle all the crazy curves and shortcuts!

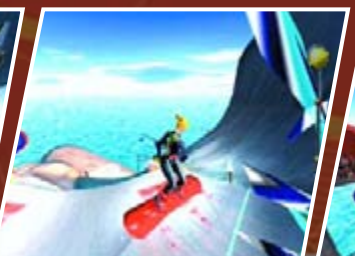


After you leave the starting gate, the path curves to the left and slopes downward, dropping out of sight. This fairly sharp turn is tricky if you aren't prepared, so get ready to turn left when you see the cliff hazard sign on your right. Continue over the rushing water and steer down the right side of the upcoming tunnel.

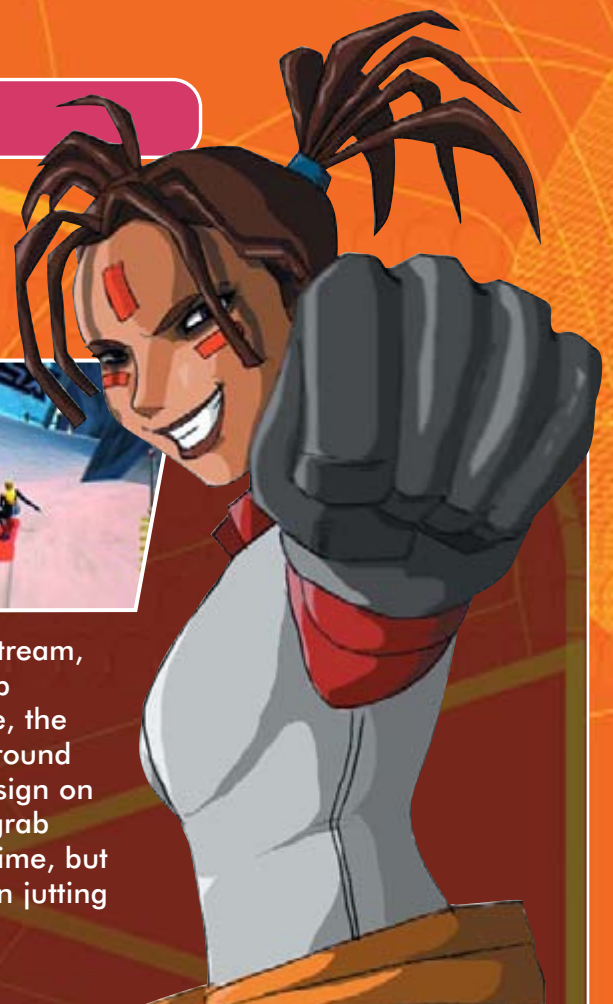
The tunnel is pretty short, and there's a sudden chasm right after it. You can try jumping across if you crouch far enough ahead, but there's also a rail you can ride on the right side that takes you to the other side. If you fall into the chasm, the game resets and you lose a second or two.



Now the path splits left and right around a Hawaiian statue with SSX signs on either side of it. Smash through one of the signs to take the fastest route. There's a ramp right below, so if you haven't already done some tricks to raise your boost, now is the perfect time to do so.



F1 LOHA ICE JAM



After landing in the shallow stream, get ready to jump another gap immediately. On the other side, the path curves to the right, and around the corner there's another SSX sign on the left. Smash through this to grab some major air and save more time, but be careful not to hit the mountain jutting out on the right.

Next you go over some gentle rollers and pass through a checkpoint gate. Beyond this is a glass tunnel with a moving pylon in front of it. If you want to take the penguin alley shortcut, race outside the tunnel to the right. Otherwise, dodge the pylon and pour on the boost through the tunnel.



At the end of the glass tunnel is a small ramp that you can use for a high-flying jump and trick opportunity. Beneath you, a stream cuts through the ground inside another tunnel, which is a pretty direct route. There's even a Trick Boost that you can grab as you exit the tunnel and jump the gap farther down.

SSX

PRIMO'S OFFICIAL STRATEGY GUIDE

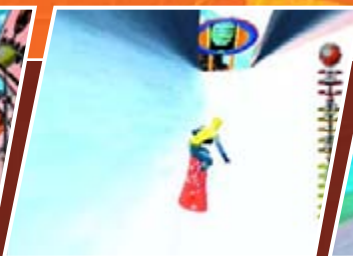
PENGUIN ALLEY SHORTCUT

The best way to reach this alternate route is by racing to the right of the glass tunnel and then following the ledge to the right as it curves around the signs. After you pass the red flags on your left, veer right and smash through the SSX sign below to reach the path behind it.

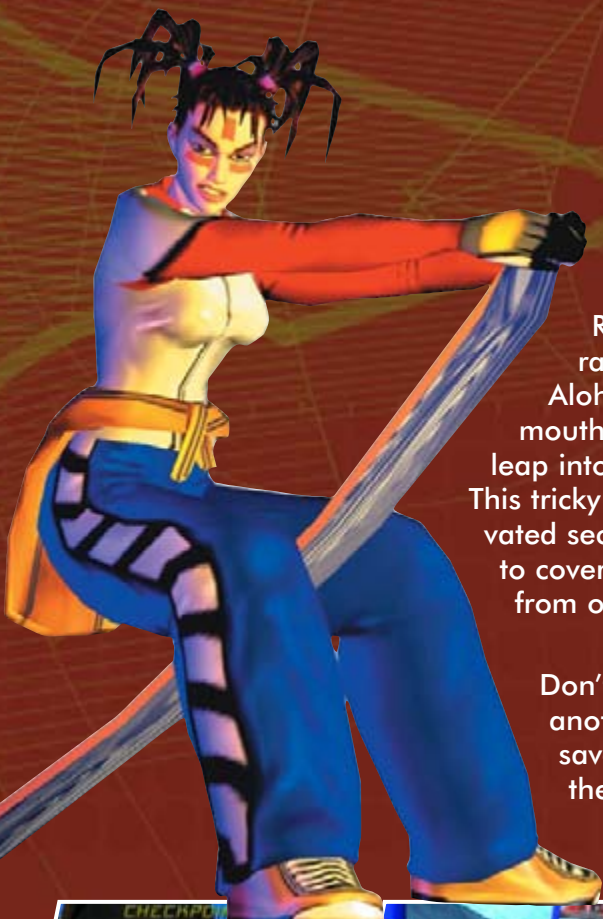


The path here is pretty straight and fast, but you need to avoid several obstacles. Those little black dots lined up in the distance aren't bowling pins—they're penguins! But, even though it's incredibly tempting to mow right through them, that's a sure way to lose time and position. It's much better to jump and dodge.

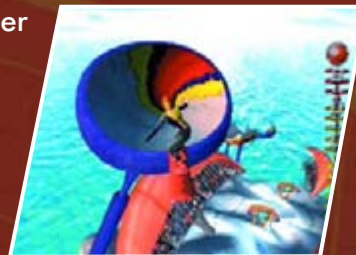




If you followed the underground stream or stuck to the main path after the glass tunnel, you soon have to jump another gap. Upon landing, stay to the right of the path and jump off it into the narrow gorge between the two ramps. As you exit, either race through the sign ahead or jump over it.

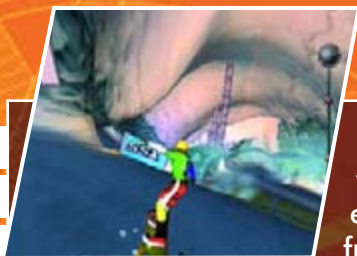


Right after the sign is another ramp you can use to access Aloha's coolest shortcut. If the mouth of the giant head is open, leap into it for a huge time-saver. This tricky shortcut is a series of elevated sections that are a fast way to cover a lot of ground. Jump from one section to another to dust the competition.



Don't worry if you miss the mouth, because there's another SSX sign below it and to the right that can still save you a few seconds. Use this to cut through part of the winding trail, and keep a straight line on your way down the slope. Soon you see another flashing hazard sign and have to jump a chasm.





On the other side of that chasm, there's an SSX sign to the left of a glass wall. This shortcut is also a serious time-saver if you can react fast enough to smash through the sign. It leaves you off just a short distance from the finish line.



Should you miss the shortcut, stay to the right of the glass wall and take the left branch at the flashing caution sign. In the next cavern, the path splits again at another caution sign. Stick to the left side and go through the tunnel, but be ready to immediately veer left at the SSX sign on the other side.

Now you can save more valuable time by cutting across the snow banks to the left, where the shortcut path from above rejoins the main route. Then veer left through the tunnel where the pylons are moving back and forth, being careful to time your passage accordingly. Don't lose your lead this close to the finish line!

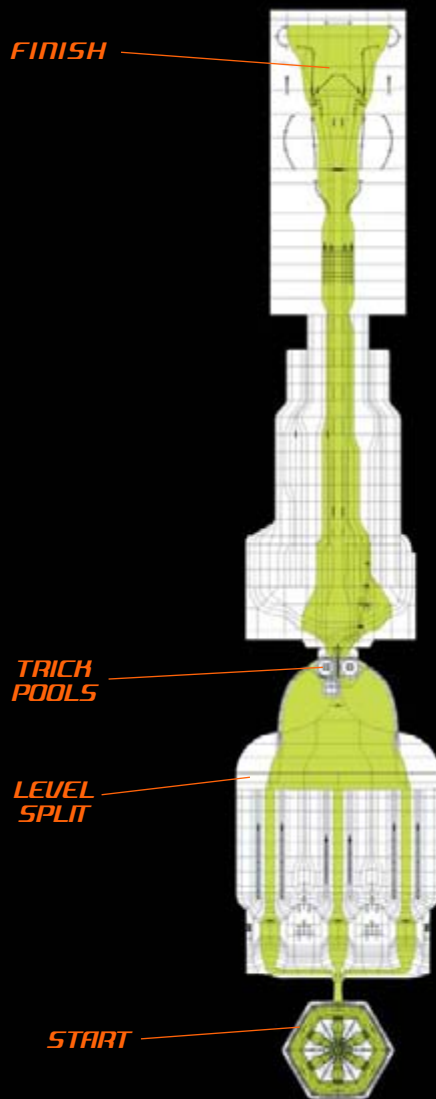


Right after the first set of moving pylons, there's another single pylon guarding the path, with a big snow-blower set up on the left side. You can ride up the base of the blower to avoid the pylon and perform a trick, especially if you need some extra boost.

As you race through the final stretch of tunnel, it's time to use whatever boost you have left for the big sprint to the finish line. The tunnel slants downward and then back up, ending with a steep ramp right in front of a waterfall. Jump through this to finish the race.



PIPE DREAM



COURSE: Pip edream

DIFFICULTY: Sup er Exp ert

LOCATION: England

LENGTH: 1480m

VERTICAL DROP: 480m



Upon winning all of the Showoff events on the other courses, you unlock Pipedream, which is every rail-rider's ultimate fantasy. Located in England, this indoor Showoff course is relatively short and extremely wide, with plenty of pipes on which to grind. Use a Freestyle board to perform high-scoring tricks and combos, and touch the colored snowflakes to multiply your score.

After you leave the starting line, the first set of pipes divide the main path into three. The left side curves to the left and passes under another set of pipes. Turning right after these leads to an easy downhill route. Better trick opportunities lie along the other paths.



If you take the right path around to the right and then make a left down the hill, you see a looping pipe. Hop onto this and ride it around, grabbing the red snowflake to multiply your trick score by five. Time is limited, so make the most of opportunities such as this.



PRIMO

SSX



Taking the center path through the first pipe obstacle leads to a jump, followed immediately by a large archway with another jump. Veer to either side of the arch to ride the pipes, or use the jump to perform another trick. Beyond, the course is many lanes wide, each ending with a steep jump in front of a big wall.



If you use the jump to perform a trick, try to angle your landing so you can ride right down the wall across from you. At the bottom, take an angled approach before leaping into the gap or you will crash into the opposite wall. Then ride down this wall in the same way to reach the chamber below.

SECRET ICE TUNNEL

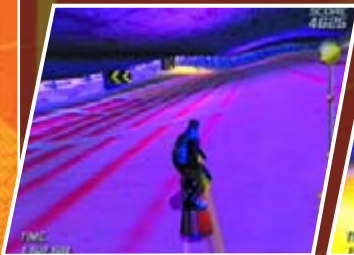
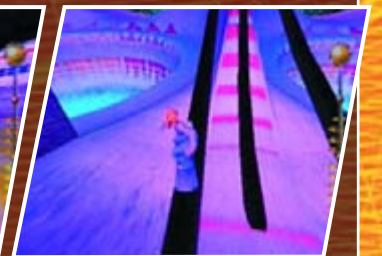
Instead of jumping into the gap where the level splits, you also can ride along the ledge all the way to the right side. At the very end, there's a black-and-white symbol on the far right wall across the gap. Jump across and touch this switch to open a secret ice tunnel farther down the course.



The ice tunnel is a cool alternate route if you happen to be doing a freeride on Pipedream, but it's pretty scarce in trick opportunities if you are trying to win the Showoff competition. The tunnel ends up near the rim of the left trick bowl, after the level splits. From a practical standpoint, your time is actually better spent riding pipes and grabbing snowflakes along other routes.



When you make it to the chamber beneath the level split, several possible routes offer excellent scoring opportunities. To take the main route, race down the incline and follow the arrow signs to the middle. Go through the opening and ride the rails into the next chamber, leaping up to grab the colored snowflakes above.



For a cool alternate route, ignore the arrows and race to either side of the huge chamber.

On both sides, a rail rises out of the ground and disappears into the ceiling. These rails actually run through tunnels into the next chamber, so ride either one as far as you can, and keep going even if you fall.



Pipedream

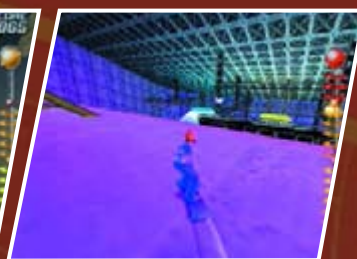


Now you can use the trick pools and the rails in between them to perform some wicked tricks and combos. Grab the several different-colored snowflakes suspended above the rails and pools to multiply your trick scores. Spend as much time here as the clock allows before jumping out of the pool and moving on.



Just down the slope are several small jumps in front of a giant Pipedream sign. If you jump off the hill under the right side of the sign, a path below cuts through a tunnel leading to an icy ramp. Use this ramp to do a trick and grab the orange snowflake up above.

When you see the Pipedream sign, you also can veer right along the ledge as it curves around the outside of the chamber before jumping down to ride the rails below. If you head straight down the hill under the sign, the main path also features several long rails that you can grind to boost your score.



The final portion of the Pipedream course is absolutely loaded with rails to ride, including several long ones that curve away from the main path and an entire network of pipes on the slopes above the finish line. Tricking from rail to rail is a great way to score big points and win the Showoff event.

The rails above the finish line have a lot of snowflakes above them. Grab as many as you can, but don't worry if you're short on points near the end. If you have time left, use the hill in the middle of the finish line for tricks, then keep hitting reset when you land to repeat the process and pad your score.



UNTRACKED

no map available
unclassified

COURSE: Untracked

DIFFICULTY: Unclassified

LOCATION: Unknown

LENGTH: Unknown

VERTICAL DROP: 2700m



Once you've won the race at Aloha and the Showoff event at Pipedream, it's time for your final reward. Untracked is a breathtaking, open-mountain course that pits you against mother nature—there are no races or manmade obstacles here. The gorgeous landscape includes deep snow, majestic trees, huge rock formations, and several dizzying jumps that are sure to get your adrenaline pumping!



Of course, the only way to access such a high-altitude run is to actually jump out of a helicopter to reach the snowy slopes. How cool is that? Once you hit the powder, use the freedom of the wide-open course to explore the natural beauty all around you. You've worked hard to get here, so enjoy the ride!



Even though there are no manmade obstacles, that doesn't mean that there aren't natural hazards to watch out for: huge rock formations, pillars of ice, and stretches of forest that you need to penetrate on the way down. Watch out for the trees!



UNTRACKED



If you're afraid of heights, the incredibly sheer drops that suddenly appear ahead of you are sure to get your heart pounding. Imagine what it would be like to jump right off the edge of a cliff. Well, in *Untracked*, you actually can. Talk about a spectacular view! These jumps are also great for high-flying tricks.

On your way down the mountainside, keep your eyes open for the occasional fallen tree to ride. The landscape also includes a natural rock archway that you can ride through. When you finally make it to the bottom, the helicopter is waiting for you. Congratulations, because you've now seen all of the incredible courses *SSX* has to offer!

